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Trouble in the endgame: Ishida Yoshio, the game referee, checks the rules as the players await his verdict. It went in O's favour, so he gained an upset win in the final dame of the fifth Kisei game.

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The cover: An oban print by Utamaro, published by Izumiya Ichibei in June 1805, from the series *Pride in the Accomplishments of Children in the Seven Scrolls*, which depicts children showing their skills in various arts. The print here shows a woman sitting on a go board, using her hands and a foot, helping a child dance, while the woman in the rear narrates the story. This kind of theater, popular among children at the time, was called *goban ningyo*. In later years it evolved into *kuruma ningyo*, a kind of puppet theatre in which the puppet master sat on a small box with wheels. (From the collection of Erwin Gerstorfer.)

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Go World News

November 2001–February 2002

by John Power

International



The monarch of world go

Cho Hun-hyeon wins 6th Samsung Cup

Cho Hun-hyeon is maintaining his remarkable form in international go and has now won five international titles in 20 months, a record which rivals the achievements of his disciple Yi Ch'ang-ho.

Cho's latest triumph came in the final of the 6th Samsung Cup, a Korean-sponsored world championship. For once, China had matched Korea, winning half the games from the quarterfinals on. In the semifinals, Chang Hao had scored his first victory over his nemesis, Yi Ch'ang-ho, in a match, defeating him 2–1 to win a place in the final, so his chances of winning his first international title looked good.

The first two games were very close, both being half-point wins for White (thanks to a komi of $6\frac{1}{2}$ points). However, Cho Hun-hyeon played brilliantly in the third game (strangely, the final was also a best-of-three, though from the 2nd to 5th terms of this title it was a best-of-five). The final result was a $2\frac{1}{2}$ -point win for

Cho with black, but actually he held the lead throughout the game; it got so close only because he played conservatively in the endgame. In a commentary given on Japanese TV, Kobayashi Koichi called Cho a genius and expressed admiration for his ability to perform so well in top competition at the age of 48 (Kobayashi is just half a year older). The game is given on page 26 with a commentary by O Rissei — Cho took an early lead, then set the seal on victory with a brilliant invasion.

Results:

Semifinals

Game 1 (6 Nov.). Cho Hun-hyeon (W) beat Ma Xiaochun by resig.; Chang Hao (W) b. Yi Ch'ang-ho by $\frac{1}{2}$.

Game 2 (7 Nov.). Cho (B) b. Ma by resig.; Yi (W) b. Chang by resig.

Game 3 (8 Nov.). Chang (W) b. Yi by resig.

Final

Game 1 (11 Dec.). Chang Hao (W) by $\frac{1}{2}$.

Game 2 (12 Dec.). Cho (W) by $\frac{1}{2}$.

Game 3 (14 Dec.). Cho (B) by $2\frac{1}{2}$.

This is Cho's 10th international title: he's rapidly catching up with Yi. It is also Korea's eighth international title in a row; that will soon be nine, as only Korean players reached the semifinals of the 6th LG Cup.

3rd Nong Shim Spicy Noodles Cup: Korea triumphs thanks to Yi's 1,000th win

The final two rounds of this international team tournament have been played since our last report. The second round, held in Seoul, was a disaster for the Japanese team, which was ignominiously dismissed with just one win (not its worst result in team tournaments, though).

The main news of the final round was the valiant effort of the Chinese team, which took up the slack from the Japanese and gave the Koreans a real run for their money. The Chinese went

into this round with three players left to Korea's two, and when Chang Hao beat Cho Hun-hyeon, the top player in international go in the last year or so, it looked as if a non-Korean team might finally win an international team tournament.



However, the anchor of the Korean team was Yi Ch'ang-ho, who deserves to take over Nie Weiping's nickname from the 80s of 'the iron goalkeeper'. Yi disposed of Chang Hao, then in the final game defeated China's last player, Zhou Heyang, who had a record of three straight wins against him. Incidentally, this was the 1,000th win of his career, a milestone Yi has reached with startling speed.

The Seoul Round

Game 5 (26 Nov.). Luo Xihe 8-dan (China) (B) beat Yamashita Keigo 7-dan (Japan) by resig.

Game 6 (27 Nov.). Luo (B) beat Ch'oe Kyu-peong 9-dan (Korea) by resig.

Game 7 (28 Nov.). Nakano Hironari 9-dan (Japan) (B) beat Luo by resig.

Game 8 (29 Nov.). Yu Ch'ang-hyeok 9-dan (Korea) (W) beat Nakano by 11½ points.

Game 9 (30 Nov.). Yu Bin 9-dan (China) (B) beat Yu by ½ point.

Game 10 (1 Dec.). Yu Bin (W) beat Kato Masao 9-dan (Japan) by 5½.

The Shanghai round

Game 11 (29 Jan.). Cho Hun-hyeon 9-dan (Korea) (B) b. Yu Bin by resig.

Game 12 (30 Jan.). Chang Hao 9-dan (China) (W) b. Cho by 2½.

Game 13 (31 Jan.). Yi Ch'ang-ho 9-dan (Korea) (W) b. Chang by resig.

Game 14 (1 Feb.). Yi (W) b. Zhou Heyang 9-dan (China) by resig.

6th LG Cup final tied

In our previous issue, we gave the results of the quarterfinals in this Korean-sponsored world championship. At this stage, a Korean was already guaranteed to win it, as all non-Koreans

were eliminated.

The semifinals were held in Korea on 18 January, and the result was a setback for the two Yis (so much for our prediction of a Yi vs. Yi final). Cho Hun-hyeon (W) defeated his disciple Ch'ang-ho by resignation in one semifinal, and Yu Ch'ang-hyeok (B) defeated the younger Yi, Se-tol, by 3½ points in the other.

So far, two games have been played in the final, which is tied 1-all. The remaining games of the best-of-five are scheduled for the end of March.

The results:

Game 1 (26 Feb.) Yu (W) by 1½ points.

Game 2 (28 Feb.). Cho (W) by resig.

Most world championships won

- 15: Yi Ch'ang-ho
- 10: Cho Hun-hyeon
- 6: Takemiya Masaki
- 5: Yu Ch'ang-hyeok
- 4: Yoda Norimoto
- 2: Otake Hideo, Ma Xiaochun, Yu Bin, O Rissei

Japan-China Kiriama Play-off

For the second year in a row, Cho Sonjin 9-dan has triumphed in the annual Japan-China Agon Kiriama play-off. The third play-off was held in Beijing on 11 January; Cho's opponent, Liu Jing 8-dan, suffered an appalling lapse of concentration in the middle of a fight, played a completely irrelevant move and had to resign after just 83 moves. Liu beat Ma Xiaochun to win the Chinese Agon Kiriama Cup, so he is obviously a better player than this loss would indicate.

This tournament is a rare bright spot for Japan on the international scene. Kobayashi Koichi beat Ma Xiaochun to take the 1st play-off, and Cho beat Zhou Heyang last year.

Youthful Chinese team wins Amateur Pair Go Championship

The 12th International Amateur Pair Go Championship was held at the Edmont Hotel in Tokyo on 17 & 18 November. China had been a little chagrined at its lack of success in this tournament since the 2nd championship, back in 1991, when it secured its only victory, and Chen



Huang Chen pondering a move while his partner Fan Weijing watches.

Zude the president of the Chinese Weiqi Association, mentioned in an interview earlier in the year that the Chinese were determined to redress this anomaly. They sent two junior high schoolers to do the job.

The team captain Wang Yi 5-dan gave some insight into just how serious the Chinese were in an interview after the tournament ended. According to Wang, after the Chinese qualifying tournament was held, his association was not convinced that the winning pair was strong enough to win in Tokyo, so it told them they weren't getting the trip. Instead, they chose as their representatives two junior-high-school students who were undergoing intensive training and who presumably will soon become professionals. They were Fan Weijing, a 14-year-old girl, and the 13-year-old Huang Chen. They were both listed as amateur 6-dan in the program, but they had no trouble disposing of the 6-dans on the opposing teams. With a little bit of luck in the final round, they racked up five straight wins and took the title.

Second place went to the Korean team of Lee Ha-jin and Kim Dong-seob, who lost to the Chinese pair in the final round by just half a point after being penalized three points for a rotation error. The top-placed Western pair was the UK

husband-and-wife-team of Matthew Macfadyen and Kirsty Healey, who scored three wins and took 12th place.

Hung Chang Cup suspended

The sponsors of the Hung Chang Cup World Women's Go Championship have announced that the tournament has been suspended indefinitely.

The Hung Chang Cup replaced the Bohae Cup, another Korean-sponsored tournament, which was held from 1995 to 1999. It was held in 2000 and 2001, being won by Rui Naiwei both times.

1st Haojue Cup: all-Korean final

Soon after the suspension of the above tournament, a new tournament, with a Chinese sponsor this time, emerged to take its place. The newcomer is the Haojue Cup World Women's Professional Go Championship, and the opening rounds and semifinals were held in Beijing on 29 and 30 January and 2 February. Rui Naiwei 9-dan, who has dominated international women's go, missed the tournament because of illness, so this was a chance for a new star to emerge.

The tournament is a knockout, leading to a best-of-three final. So far the first three rounds have been held, and the tournament has followed

the same pattern as the open international tournaments, with Korean players dominating. The stars for Korea were the 18-year-old Pak Chi-eun 3-dan and the 24-year-old Yun Yeong-seon 2-dan. The best-known young Korean woman player, the 16-year-old Cho Hye-yeon 3-dan, was eliminated in the second round.

In the 90s, Korea set itself the target of raising the level of women's go; this tournament demonstrates just how successful it has been. Probably even the Koreans are surprised at how quickly they managed it. Will the women now follow in the footsteps of the men and dominate international competition?

Results to date:

Round 1 (29 January)

Zhang Xuan 8-dan (China) defeated Diana Koszegi (Hungary), Hua Xueming 7-dan (China) d. Kan Ying (Hong Kong China), Li Chunhua 4-dan (China) d. Kato Tomoko 5-dan (Japan), Cho Hye-yeon 3-dan (Korea) d. Kobayashi Izumi 5-dan (Japan), Yun Yeong-seon 2-dan (Korea) d. Svetlana Chikchina (Russia), Zhang Zheng-ping 1-dan (Taiwan) d. Janice Kim 1-dan (US), Pak Chi-eun 3-dan (Korea) d. Xu Ying 3-dan (China), Inori Yoko 5-dan (Japan) d. Zheng Yan

2-dan (China).

Round 2 (30 January)

Zhang (China) d. Cho (Korea), Yun (Korea) d. Hua (China), Zhang (Taiwan) d. Li (China), Pak (Korea) d. Inori (Japan).

Semifinals (2 February)

Pak (Korea) (B) d. Zhang Xuan (China) by re-sig., Yun (Korea) (B) d. Zhang (Taiwan) by re-sig.

The final between Pak and Yun will be held in March.

News from Japan

Cho Chikun's 62nd title: TV Haya-go Ch'ship

In our previous issue, we neglected to report that Cho Chikun had won his 62nd title. It was the 34th Haya-go (fast go) Championship, and his opponent in the final was his old rival Kobayashi Koichi Gosei. Playing white, Cho beat him by 6½ points. The game was telecast on 30 September and 7 October.

Incidentally, this was the 120th game between Kobayashi and Cho: they hold the record



Revenge is sweet: Cho finally takes the Oza title with this third successive challenge.

for most individual encounters among modern professionals in Japan. Kobayashi has a slight edge, with 61 wins to 59 losses.

Cho wins Oza title

Cho Chikun's excellent form in the 49th Oza title match continued. He won his third straight game and so rejoined the ranks of the title holders (that is, of the top seven titles) after an absence of a little over a year. This win gave him his 63rd title — he is now just one win behind Sakata Eio in the all-time list.

The defending champion, O Rissei, showed little of his usual tenacity; he is renowned for his strength in adversity, but in this title match he was strangely out of form. As his family name means 'king', it was fitting for him to hold the 'throne' (Oza) title . . . but Cho didn't see it that way.

Full results:

Game 1 (19 Oct.). Cho (B) by resig.

Game 2 (1 Nov.). Cho (W) by 7½.

Game 3 (14 Nov.). Cho (B) by resig.

Hane Naoki wins Tengen

At the age of 25, Hane Naoki 8-dan has won his first top-seven title, defeating Ryu Shikun

3–1 in the 27th Tengen title match. This was his first title challenge. For some time, Hane has been considered one of the most promising players of the younger generation, along with Yamashita Keigo, Cho U and Takao Shinji, and he is now the second member of this group to win a title. His Tengen success capped a remarkable year for him in which he was one of only three players to play in all three leagues and in which he also rewrote the record book for most games and most wins in one year (see below).

Hane Naoki and Hane Yasumasa are the first father and son both to win top-seven titles. Yasumasa became the seventh Japanese player to top 1,000 wins late last year (see below), so the Hane family must have had a very enjoyable New Year break.

Results:

Game 1 (2 Nov.). Ryu (W) by 1½.

Game 2 (15 Nov.). Hane (W) by ½.

Game 3 (29 Nov.). Hane (B) by 4½.

Game 4 (5 Dec.). Hane (W) by 1½.

O Rissei defends 26th Kisei

In our previous issue, we reported the final results in the two Kisei leagues. The play-off between the two league winners was held on 8



Hane Naoki becomes a second-generation title holder.

November. Playing white, Ryu Shikun 7-dan forced Cho Chikun, 25th Honinbo, to resign after 194 moves. The latter had made a most uncharacteristic life-and-death reading error.

This cleared the way for Ryu to make his first Kisei and second big-three-title challenge. It was also his first title match with O Rissei. For the third year in a row, the Kisei title match was fought between non-Japanese members of the Nihon Ki-in.

Ryu's disappointing performance in the Tengen title match at the end of last year led to reduced expectations of an exciting Kisei title match on the part of some fans, but the series turned out to be a very tense, hard-fought one. Ryu seemed to come into his own in two-day go: he spends most of his time on the opening and early middle game, but then plays the rest of the game very accurately at one minute a move . . . which is reminiscent of another prominent Korean go player in Japan.

Despite his good play, Ryu lost the series 2-4. The turning point was the fifth game, which had a controversial conclusion. Ryu threw away a certain win by three and a half points by failing to answer an atari late in the dame-filling stage of the game. Ryu thought that the game was over, but his opponent didn't agree and his

claim prevailed with the referee. For a full description of what happened, see page 15 for a special report on this game.

The final game was very close, but, playing at a minute a move, Ryu slipped up in the end-game. That gave O Rissei his third Kisei title in a row and his 19th title overall (he goes into 11th place on the title-winners' list).

Results to date:

Game 1 (10, 11 Jan.). O (W) by resig.

Game 2 (24, 25 Jan.). Ryu (W) by $\frac{1}{2}$.

Game 3 (30, 31 Jan.). Ryu (B) by $2\frac{1}{2}$.

Game 4 (13, 14 Feb.). O (B) by $4\frac{1}{2}$.

Game 5 (20, 21 Feb.). O (W) by resig.

Game 6 (6, 7 March). O (B) by $2\frac{1}{2}$.

Kobayashi Izumi wins Women's Honinbo

Kobayashi Izumi continued her winning ways in the 20th Women's Honinbo title match, taking the fourth game. She thus secured her first Women's Honinbo title and her fourth title overall. That made her the only women player with two titles (she is actually the first player to hold the Women's Meijin and Honinbo titles simultaneously), so she could have claimed to be the top woman player in Japan.

The fourth game was played in Osaka on 14



Ryu Shikun evens the score in the second game of the Kisei title match.

57th Honinbo league (27th September 2001 to spring 2002)

Title-holder: O Meien

Player/Opponent	C.U.	C.S.	C.C.	H.N.	K.M.	O.H.	M.G.	Y.K.	won/lost
1. Cho U	---	0	1	0	0		1	1	3-3
2. Cho Sonjin	1	---	0	1		1	0		3-2
3. Cho Chikun	0	1	---	1	0	1		0	3-3
4. Hane Naoki	1	0	0	---		1	1	1	4-2
5. Kato Masao	1		1		---	1	0	1	4-1
5. Otake Hideo		0	0	0	0	---	1	0	1-5
5. Miyazawa Goro	0	1		0	1	0	---	0	2-4
5. Yamada Kimio	0		1	0	0	1	1	---	3-3

November; holding white, Kobayashi forced a resignation from Inori Yoko 5-dan.

Aoki wins Strongest Woman Player title

After an absence of just nine months, Aoki Kikuyo 8-dan has rejoined the ranks of the women title holders. In the final of the 3rd Tokyo Precision Instruments Cup: The Strongest Woman Player title, held in the Ryusei Studio, a TV studio for the go and shogi TV channel located in the basement of the Nihon Ki-in at Ichigaya, on 3 December, Aoki (B) defeated Yoshida Mika 7-dan by resignation.

57th Honinbo league

After five rounds, Kato Masao 9-dan has the sole lead. The key game will be his sixth-round clash with Cho Sonjin 9-dan, who is in second place. Hane Naoki is also in the running if Kato stumbles.

27th Meijin league

Yamashita Keigo 7-dan is doing well in his league debut, having won his first three games. He shares the lead with Cho Chikun. The only other undefeated player is last year's challenger Rin Kaiho.

Professional Honinbo beats amateur Honinbo in 39th play-off

The professional Honinbo scored his first win in this series for four years on 23 November, when O Meien defeated the 51-year-Komori Shoji, a new face as the amateur title holder. One reason why the professional side had been having problems was that Cho Chikun had forced the amateur side to three stones; not only that, in 1997 he beat Harada Minoru, a top amateur considered to be of professional strength, on three, though he had the benefit of a 2½-point reverse komi (Cho won by 1½ points).

27th Meijin league (6 December 2001 to summer 2002)

Title-holder: Yoda Norimoto

Player/Opponent	R.K.	C.C.	R.S.	C.S.	O.M.	K.M.	O.R.	H.N.	Y.K.	won/lost
1. Rin Kaiho	---					1		1		2-0
2. Cho Chikun		---			1	1	1			3-0
3. Ryu Shikun			---	1				0		1-1
4. Cho Sonjin			0	---	0	0			0	0-4
5. O Meien		0		1	---		1			2-1
6. Kato Masao	0	0		1		---			0	1-3
7. O Rissei		0			0		---	1		1-2
7. Hikosaka Naoto	0		1				0	---	0	1-3
7. Yamashita Keigo				1		1		1	---	3-0

The komi changes by 2½ points each year. In 1998, the amateur, Tanaka Masato, taking three stones with no komi, just barely managed to beat Cho by one point; with the previous year's komi, the result would have been another win for Cho. Before Cho, the amateurs had never been put to three stones. In the early years of this series, players such as Kikuchi Yasuro and Murakami Bunsho had even managed to defeat the professional Honinbo just playing black, though with reverse komis. That shows how much the balance has swung against the amateurs.

Chinen defends 5th DoCoMo Cup Women's Kisei title

Chinen Kaori made a bad start to her title defence this year when she lost the first game to the challenger, Ogawa Tomoko 6-dan, but she made a good comeback, taking the second and third games and so winning this title for the third year in a row.

The results:

Game 1 (18 Jan.). Ogawa (B) by 7½.

Game 2 (1 Feb.). Chinen (B) by resig.

Game 3 (11 Feb.). Chinen (W) by 4½.

Aoki wins 14th Women's Meijin title

For the third year in a row, this title featured a clash between Kobayashi Izumi 5-dan and Aoki Kikuyo 8-dan. Kobayashi challenged unsuccessfully for the title in 2000, losing 0–2. The following year, she found herself on the winning side of the same score, and this year Aoki was trying to wrest back the title. In past encounters, Kobayashi held an 8–3 lead, but this time Aoki had an advantage: she was seven months pregnant with her second child, and pregnant go players usually seem to win title matches in Japan.

That's how it turned out. Once again the title was decided by a 2–0 score, this time in Aoki's favour. Kobayashi's reign as the only woman dual title holder ended in less than four months, and her place was taken by Aoki. This was the latter's ninth title of her career, which puts her in third place among women players behind Sugiuchi Kazuko and Kobayashi Reiko (both with ten). She also picked up a prize of ¥5,100,000.

The results:

Game 1 (20 Feb.). Aoki (B) by resig.

Game 2 (27 Feb.). Aoki (W) by 6½.

40th Judan: Takemiya challenges O

Takemiya Masaki has made a welcome return to title-match go by becoming the challenger for the 40th Judan title. He won the Winners' Section way back on 15 November last year when he defeated Yamashita Keigo 7-dan in the final.

Takemiya then had to wait two and a half months to see if he would be the challenger. The final of the Losers' Section was held on 10 January, with O Meien defeating Kobayashi Koichi.

The play-off between the two sections was held on 31 January. Taking white, Takemiya defeated O by 2½ points.

Takemiya's last appearance in a title match was in 1996, when he surrendered the Meijin title to Cho Chikun after a reign of just one year. Since then he has spent a lot of time commenting on title-match games rather than playing in them. He turned 51 on 1 January this year; this is his chance to reclaim some of his past glory.

The first game of the match, against O Rissei, was held on 1 March. Playing white, O won by 2½ points.

Top title winners

1. Sakata Eio: 64	6. Rin Kaiho: 35
2. Cho Chikun: 63	7. Yoda Norimoto: 28
3. Kobayashi K.: 54	8. Ishida Yoshio: 24
4. Otake Hideo: 48	Takemiya Masaki: 24
5. Kato Masao: 45	10. Fujisawa Shuko: 23

Hane Yasumasa makes 1,000 wins

These days Hane Yasumasa's son has been monopolizing the spotlight, but the father also scored a signal success last year, becoming the 7th player to win 1,000 games. The landmark win came in an Oza preliminary game on 8 November. His full record at that point was 1,000 wins, 486 losses, and five jigo, which gave him an outstanding winning record of 67%. In an interview, Hane mentioned that he was proud of the fact that he had never forfeited a game through illness.

Below is the list of the top winners, as of 8 November.

1. Rin Kaiho: 1,187
2. Kato Masao: 1,186
3. Cho Chikun: 1,184

4. Kobayashi Koichi: 1,089
5. Otake Hideo: 1,051
6. Sakata Eio: 1,028
7. Hane Yasumasa: 1,000

Next in line is Takemiya Masaki, who had 916 wins at this point, but he estimates it will take him three more years to make four figures.

Sakai's good start to pro career

Former world amateur go champion Sakai Hideyuki has made a good start to his professional career. After qualifying as a 5-dan at the Kansai Ki-in last September, he won his first five games, and it was not until 9 January that he finally tasted defeat. This was at the hands of Tsuryama Atsushi 4-dan, who topped the low-dan group at the Nihon Ki-in last year.

Sakai is also playing in an interesting series, organized by the independent monthly magazine *Igo*, in which he is matched against top young professionals; the game is the featured article leading off each issue. Sakai made an excellent start by defeating Kono Rin 6-dan, one of the stars of last year's Fujitsu Cup, but then he ran into trouble, losing to Mizokami Tomochika 7-dan and Akiyama Jiro 7-dan. Incidentally, the commentator for the last two games was Fujisawa Shuko, who despite his retirement (and expulsion from the Nihon Ki-in) still studies go every day.

The magazine is hoping to arrange for top young Korean players to appear later in the series; that would be a real test for Sakai, but his desire for serious competition was what led him to turn professional.

Promotions

Here are some more promotions from last year's autumn session of the Oteai:

- To 8-dan: Konagai Masaru
- To 4-dan: Kato Keiko
- To 2-dan: Takekiyo Isamu

45th Kansai Ki-in No. One Place

This best-of-three tournament was won by Honda Kunihisa 9-dan for the 4th time. He defeated Kubo Katsuaki 9-dan 2-0, the games being played on 18 October, when Honda won by 5½ points with black, and on 10 November, when he forced a resignation.

Yamashiro wins 13th Okan title

Yamashiro Hiroshi 9-dan already held the record in the Okan (Crown) title, which is open only to the 52 members of the Central Japan (Nagoya) branch of the Nihon Ki-in. Yamashiro won the title the previous year and this year defended it against the challenge of Matsuoka Hideki 8-dan. On 22 November, playing white, he won the one-game final by 7½ points and so posted his 13th victory in this title. Back in second place, with eight titles, is the late Shimamura Toshihiro 9-dan.

Kido Prizes for 2001

Although the magazine *Kido* is defunct, the Kido Prizes are alive and kicking. The prize winners for 2001 were chosen by a group of go writers representing the go media who met on 17 January.

- Most outstanding player: O Rissei Kisei & Judan (for half the year O held three titles concurrently, the third being the Oza) (second year in a row for O).
- Outstanding players: Hane Naoki, for winning the Tengen title and setting two new records (see below) & Rin Kaiho (challenged for the Meijin title at the age of 59).
- New Star: Mizokami Tomochika 7-dan (played in a Kisei league, won the NEC New Stars title, won 45 games).
- Best woman player: Kobayashi Izumi, Women's Meijin & Honinbo.
- International: no deserving candidate, so not awarded (a reasonable decision, in our opinion, as Japan had an uninspiring year).
- Most wins: Hane Naoki (63, breaking Takao Shinji's record of 61 set in 1999).
- Most games played: Hane Naoki (88, a new record; Yamashita Keigo's record of 77, set in 2000, didn't last long).
- Best winning percentage: Mimura Tomoyasu 9-dan: 79.54% (35-9).
- Most successive wins: Takao Shinji 7-dan (18).

Hane wins Shusai Prize

Hane Naoki has been awarded the 39th Shusai Prize in recognition of his outstanding achievements last year.

This is an interesting prize. It often goes

to the number one player, defined as the holder of the top title, but not necessarily. Last year it went to Yamashita Keigo — so far, O Rissei has not won it. Before that, it went to the holder of the Kisei title for 12 years in a row, but the players concerned also held the Meijin or Honinbo title for every year except one (Kobayashi Satoru, who won the 33rd prize). Fujisawa Shuko received it only once, after his first Kisei win; thereafter, he was ignored, presumably because of his bad results in other tournaments.

A new trend might be emerging (if two prizes make a trend): to give the prize to a new star who has revitalized the go scene.

2001 statistics

Below is a review of some statistics for professional go in Japan last year. It's interesting to see the correlation between the prize-money list and the other lists.

Most prize money won in 2001

For the second year in a row, the top prize-money winner failed to earn 100 million yen, a mark that had more or less become the 'norm' in the 90s (it was achieved six times between 1990 and 1999). Perhaps most notable is the appearance of two women players in the top 20 — only one (Aoki) made it last year. Another difference: all the top 20 reached eight figures last year.

1. O Rissei Kisei: ¥84,835,670
2. Cho Chikun Oza: 67,412,400
3. Yoda Norimoto Meijin: 45,671,690
4. O Meien Honinbo: 45,205,400
5. Cho Sonjin 9-dan: 39,282,000
6. Hane Naoki Tengen: 35,679,266
7. Kato Masao 9-dan: 29,227,330
8. Kobayashi Koichi Gosei: 28,002,070
9. Cho U 7-dan: 26,985,000
10. Ryu Shikun 7-dan: 25,766,540
11. Rin Kaiho 9-dan: 24,363,600
12. Yamashita Keigo 7-dan: 18,667,770
13. Mizokami Tomochika 7-dan: 17,290,618
14. Kobayashi Izumi 5-dan: 15,074,557
15. Yamada Kimio 8-dan: 12,919,960
16. Ishida Yoshio 9-dan: 11,102,000
17. Komatsu Hideki 9-dan: 10,789,400
18. Hikosaka Naoto 9-dan: 9,431,080
19. Mimura Tomoyasu 9-dan: 9,429,800

20. Aoki Kikuyo 8-dan: 9,077,140

Most games won (over 4-dan)

Below we give the top 25 place in this list, which actually covers 27 players. As reported before, Hane set a new record for most wins in one year. Another point of interest is the appearance in the list of Kobayashi Izumi: a woman player doesn't often make the top ten. Also, it's unusual to see Cho Chikun so close to the top; the reason, of course, is that the average strength of his opponents is lower than usual, now that he has been, involuntarily, freed from the burden of playing a large number of title-match games.

1. Hane Naoki Tengen: 63 wins, 25 losses
2. Cho U 7-dan: 52–24
3. Yamashita Keigo 7-dan: 50–19
4. Cho Chikun Oza: 47–20
5. Kono Rin 6-dan: 46–15
6. Mizokami Tomochika 7-dan: 45–21
7. Takao Shinji 7-dan: 44–12–1 jigo
8. Kim Shujun 6-dan: 43–17
9. So Yokoku 7-dan: 41–15; Kobayashi Izumi 5-dan: 41–18
11. Matsumoto Takehisa 5-dan: 40–14
12. Kato Atsushi 8-dan: 39–14
13. Yamada Kimio 8-dan: 38–15
14. Kato Masao 9-dan: 37–18
15. Cho Riyo 5-dan: 36–16
16. Mimura Tomoyasu 9-dan: 35–9; Kataoka Satoshi 9-dan: 35–11
18. Yo Kagen 9-dan: 34–12; Akiyama Jiro 7-dan: 34–13; Hikosaka Naoto 9-dan, Nakamura Shinya 8-dan: 34–14; O Rissei: 34–25
23. Kobayashi Koichi Gosei: 33–20
24. Nakano Hironari 9-dan: 32–17
25. Ishii Kunio 9-dan: 31–11; Takanashi Seiken: 31–13; Arimura Hiroshi 8-dan: 31–16

Best winning percentage (over 4-dan)

1. Mimura Tomoyasu 9-dan: 79.55% (35–9)
2. Takao Shinji 7-dan: 78.07% (44–12–1 jigo)
3. Kataoka Satoshi 9-dan: 76.09% (35–11)
4. Kono Rin 6-dan: 75.41% (46–15)
5. Nakaonoda Tomomi 8-dan: 75% (30–10)
6. Obuchi Morito 9-dan (20–7), Matsumoto Takehisa 5-dan (40–14): 74.07%

- 8. Yo Kagen 9-dan: 73.91% (34–12)
- 9. Ishii Kunio 9-dan: 73.81% (31–11)
- 10. Kato Atsushi 8-dan: 73.58% (39–14)

Most successive wins:

- 1. Takao Shinji: 18
- 2. Yamashita Keigo: 14
- 3. Yo Kagen, Takanashi Seiken: 13
- 5. Cho U: 12

Results of Westerners in 2001

Last year was not one of the better years for Western professionals at the Nihon Ki-in, though Catalin Taranu did win promotion to 5-dan on 6 June. We're sure they'll make up for it this year.

Michael Redmond 9-dan: 18–13
Catalin Taranu 5-dan: 17–15
Hans Pietsch 4-dan: 8–13

Obituaries

Tomita Tadao

Born in 1910, Tomita Tadao was a disciple of Karigane Jun'ichi and, since the death of Watanabe Shokichi in 1997, the leading member of the Keiinsha. Founded in 1941, this was a small group of professionals who remained aloof from the Nihon Ki-in and the competitive go scene. Although he didn't play in tournaments, Tomita was active teaching amateurs; he also became the teacher of many of the Taiwanese members of the Nihon Ki-in, his official disciples being Tei Meiko 9-dan, Ko Mosei 8-dan, and Kaku Kyushin 5-dan. Tomita was promoted to 8-dan in 1985 and awarded honorary 9-dan in 1997. He died of heart disease on 14 February.

Kodama Kunio

Born in 1921, Kodama Kunio became 1-dan in 1942 — not a good year to start a professional career. He was one of the eight players who broke away from the Nihon Ki-in in 1947 to form the New Go Society. The rebellion was short-lived, with all of the eight having rejoined the Nihon Ki-in by March 1949. All played important roles in the subsequent history of the Nihon Ki-in, some as players and teachers (Sakata Eio and Kajiwara Takeo), others as administrators. Kodama belonged to the latter group; he served many terms as a Nihon Ki-in director. He

reached 6-dan in 1974 and was awarded 7-dan after his retirement in 1997. He died of heart disease on 30 January.

News from Korea

Yi Ch'ang-ho wins 6th LG Petroleum Cup

This title was played quite a while back, but we overlooked it in our previous issue.

This is a 16-player knockout tournament, but, although he doesn't defend the title, the previous winner, Ch'oe Myeong-hun 8-dan, did well enough to reach the final again. In the semifinal, played on 3 September, he scored a good win against the top Korean teenager, Yi Se-tol, but he had less luck against the older Yi in the title match. Ch'ang-ho beat him 3–0 (games played on 3, 8 & 28 September) and so took this title for the third time. (Note: for the first three terms the title was known as the Techron Cup).

Yi Ch'ang-ho wins 20th King of Paduk: KBS Cup

Although this is a TV fast-go tournament, it features a best-of-three final and parallel winners' and losers' sections. In the 20th Cup, Yi Ch'ang-ho 9-dan defeated Yi Se-tol 3-dan with straight wins (the games were played on 19 October and 23 November) and so won this tournament for the fifth time.

Ch'ang-ho had lost to Se-tol in the final of the winners' section (6 September), but in the losers' section final he defeated last year's champion, Mok Chin-seok 5-dan, then took revenge in the final.

The two Yis qualify for next year's TV Asia Cup — not good news for the other participants.

Pak wins 6th Bacchus Cup: Chunweon

Yet another new star has emerged in Korea. The 16-year-old Pak Yeong-hyeon 2-dan (born on 1 April 1985, became pro in 1999) has won the 6th Bacchus Cup: Chunweon tournament, defeating 26-year-old Yun Seong-hyeon 7-dan 3–1 in the final.

The results:

- Game 1 (1 Nov.). Pak (W) by 1½.
- Game 2 (18 Nov.). Yun (W) by resig.
- Game 3 (13 Dec.). Pak (W) by resig.
- Game 4 (11 Dec.). Pak (B) by 4½.

Yi comes from behind in Myeongin title

In the 32nd Myeongin (= Meijin) title match, the challenger, Yu Ch'ang-hyeok 9-dan, made a good start, taking a 2-0 lead. However, Yi Ch'ang-ho made a strong fightback and swept the remaining three games. He has now held this title for four years in a row.

Full results:

Game 1 (13 Sept.). Yu (B) by resig.
Game 2 (22 Sept.). Yu (W) by resig.
Game 3 (5 Oct.). Yi (W) by resig.
Game 4 (16 Nov.). Yi (B) by 11½.
Game 5 (4 Dec.). Yi (W) by resig.

Yi wins record prize money

During the 90s there was a lot of interest in whether (or when) Yi Ch'ang-ho would set a new record for prize money by topping the one-billion-won mark (equivalent to 100 million yen or nearly \$800,000). The only way to earn so much is to win international titles, as they offer roughly ten times as much prize money as domestic tournaments. The closest Yi came was in 1997 when he made 935 million won.

Yi finally achieved this goal in 2001 when he won the Myeongin title in December. His prize money came from first places in the following tournaments:

Feb.: 4th Ing Cup (\$400,000)
Feb.: Kiseong (24 million won)
March: P'aewang (12 million won)
May: LG Cup (250 million won)
July: Wangwi (30 million won)
Sept.: LG Petroleum Cup (35 million won)
Dec.: Myeongin (30 million won).

Added to game fees from other tournaments, this put Yi over one billion won, which is about three times as much as the best-paid Korean baseball player and rivals top movie stars. On the domestic scene, Yi didn't have an outstanding year by his standards, but the two international victories made all the difference.

Incidentally, another record had been created in 2000, when, for the first time, five players topped 100 million won.

Yu wins Maxim Cup

Yu Ch'ang-hyeok has won this title with two straight wins. He defeated Kim Il-hwan 9-dan by

3½ points playing black on 14 January and by resignation playing white on 29 January.

Mok takes lead in Kiseong title match

Mok Chin-seok 6-dan defeated Yi Se-tol 3-dan 2-0 in the play-off to decide the challenger for the 13th Kiseong title (games played on 5 and 13 November). Yi Ch'ang-ho has held this title for nine years in a row. Mok challenged for the 10th title, but lost 0-2 (the title match became a best-of-five last year); this time he is doing better and has taken a 2-1 lead over Yi.

Results to date:

Game 1 (4 Jan.). Mok (B) by resig.
Game 2 (25 Jan.). Yi (B) by resig.
Game 3 (23 Feb.). Mok (B) by resig.

KT Cup Masters Tournament

This is a brand-new tournament sponsored by the baduk TV channel. It was launched in 2001 and the best-of-three final is now being held. The time allowance is just 20 minutes (no byo-yomi?) and first prize is 45 million won.

The finalists are perennial tournament winner Cho Hun-hyeon and one of Korea's bright new stars Ch'oe Ch'eol-han, whose rank is 3-dan and age is 16. (Two of his games are given in this issue: see pages 29 and 32). So far, the match is tied 1-all, with both games having been won by large margins.

The results:

Game 1 (15 Feb.). Cho (W) by 15½.
Game 2 (21 Feb.). Ch'oe (W) by 13½.

Rui defends Women's Myeongin title

This year a new face challenged for the 3rd Women's Myeongin title: the 22-year-old Hyoen Mi-chin 2-dan, who was making her title-match debut. However, she was unable to make any impact on the title holder, Rui Naiwei 9-dan, who defended her title with two straight wins in games that lasted only 135 and 118 moves.

The results:

Game 1 (11 Jan.). Rui (B) by resig.
Game 2 (22 Jan.). Rui (W) by resig.

Top players of 2001 (in order of wins)

1. Cho Han-seung 5-dan: 59-23
2. Yu Ch'ang-hyeok 9-dan: 55-22; won the 3rd Chunlan Cup; Pak Cheong-sang 2-dan: 55-19.

4. Yi Se-tol 3-dan: 53–25; won the Paduk TV title.
5. Cho Hun-hyeon 9-dan: 51–17 (75%); won two world titles; took his tally of titles to 154.
6. Ch'oe Ch'eol-han 3-dan: 50–20
7. Pak Yeong-hyeon 2-dan & An Yeong-kil 4-dan: 49–21
9. Yi Ch'ang-ho 9-dan: 47–15 losses (= best winning percentage of 75.8); won two world titles and five national titles; won his 100th title.
10. An Tal-hun 4-dan: 41–14–1 jigo

Rui Naiwei scored 21–19. Her young rival Pak Chi-eun scored 19–27–1 jigo.

News from China



Ma: 13th year in a row as Mingren

Ma extends Mingren record

Ma Xiaochun 9-dan seems to have an unbreakable grip on the Mingren title. In the 14th title match, the challenger was Chang Hao 9-dan, whom he had rebuffed 3–0 two years ago. Chang did better this time, taking the match the full distance, but Ma was too much for him in the final game, forcing a resignation after 179 moves.

Ma has now held this title for an extraordinary 13 years in a row; the only other player ever able to call himself Mingren is Liu Xiaoguang, who won the inaugural tournament.

The results:

Game 1 (4 Dec.). Chang Hao (W) by ½.

Game 2 (6 Dec.). Ma (W) by resig.

Game 3 (24 Dec.). Ma (B) by resig.)

Game 4 (26 Dec.). Chang (B) by resig.

Game 5 27 Dec.). Ma (B) by resig.

Women's Mingren title

This title is decided by a one-game play-off. It was held on 5 January; Zhang Xuan 8-dan (W) defeated Yang Hui 8-dan by resignation.

Chang wins 7th NEC Cup

Like the Japanese version, this tournament is lightning go (30 seconds a move + 10 minutes thinking time). This year the winner was Chang Hao, who defeated Liu Shizhen 6-dan in the final, played on 19 January.

Yu Bin defends 8th Qiwang title

Yu Bin 9-dan completed his first defence of the Qiwang title, rebuffing the challenge of the 19-year old Kong Jie 6-dan 2–1.

The results:

Game 1 (14 Jan.). Yu Bin (W) by 2½.

Game 2 (16 Jan.). Kong (W) by ½.

Game 3 (17 Jan.). Yu Bin (W) by 4½.

Top players of 2001

According to rankings published by the Chinese Weiqi Association, these were the top players of last year.

1. Chang Hao 9-dan: 49 wins, 18 losses; won three titles: the Robust Cup, Tianyuan, and NEC Cup; took 2nd place in the 6th Samsung Cup.
2. Ma Xiaochun 9-dan: 20–16; won the Mingren title for the 13th year in a row.
3. Zhou Heyang 9-dan: 46–25; 2nd in Individual Ch'ship (tied with Kong Jie on 9–2 but lost a play-off).
4. Wang Lei 8-dan: 51–24.
5. Kong Jie 6-dan: 58–21; won Individual Ch'ship, 2nd in 8th Qiwang and 2nd Ricoh Cup.
6. Gu Li 5-dan: 62–19 (most games played); won 8th Xinren Wang (King of the New Stars) and 2nd Ricoh Cup.

Continued on page 19

Won in the Dame: 26th Kisei Title Match, Game Five

This game is unique in Japanese title-match history: the result of the game was reversed in the final *dame* moves, which Japanese professionals have always strongly resisted counting as part of the game. The official Japanese rules of go were revised in 1989, but, as this game shows, they are still far from problem-free. Below we present the *Go Weekly* commentary on the game and a discussion of the problem that arose. Unlike most newspaper commentaries, the opinions of the players are not reflected, as there was no game review.

With the series tied 2-2, this was a crucial game, as the loser would face a *kadoban*. So far in the title match, Ryu's play had been quite impressive: he favours thickness and plays very slowly in the opening. In contrast, O plays quickly in the opening and goes for early territory, relying on his *shinogi* ability to look after thin groups. Rather than large-scale fighting, the first four games were tightly fought endgame contests.

White: O Rissei Kisei

Black: Ryu Shikun 7-dan

Time: 8 hours each; komi: 5½ points

Played at the Toya Lake Manseikaku hotel on 20, 21 February 2002.

Game report by Sato Shoji.

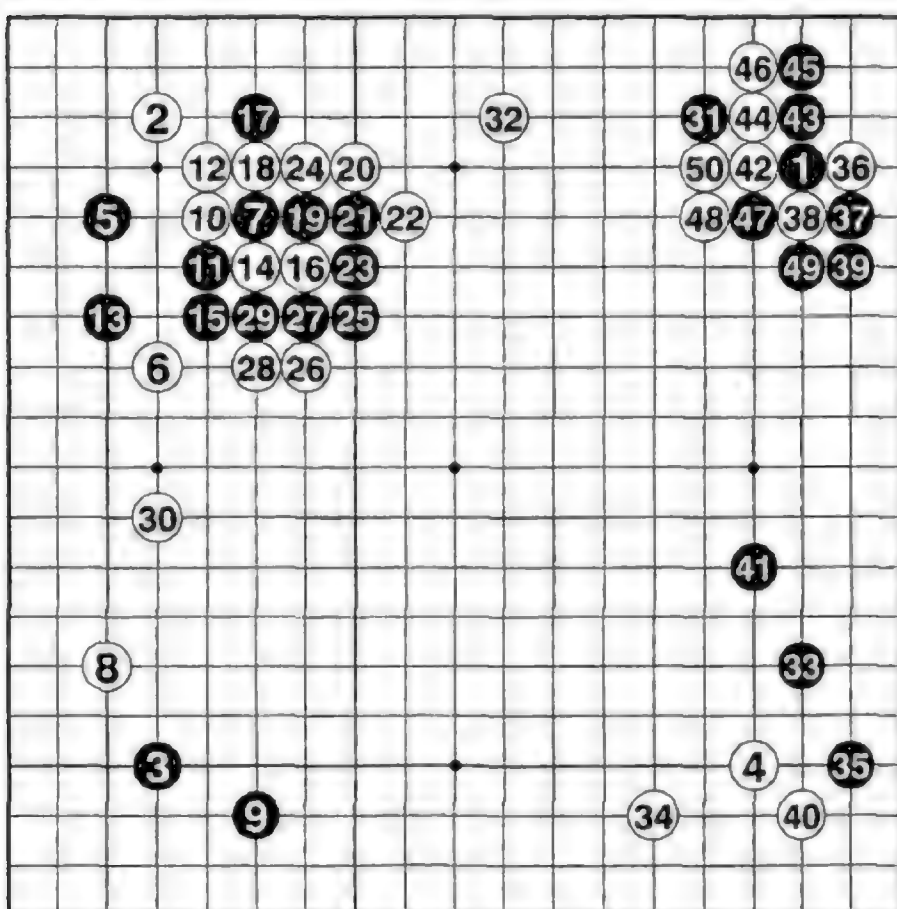
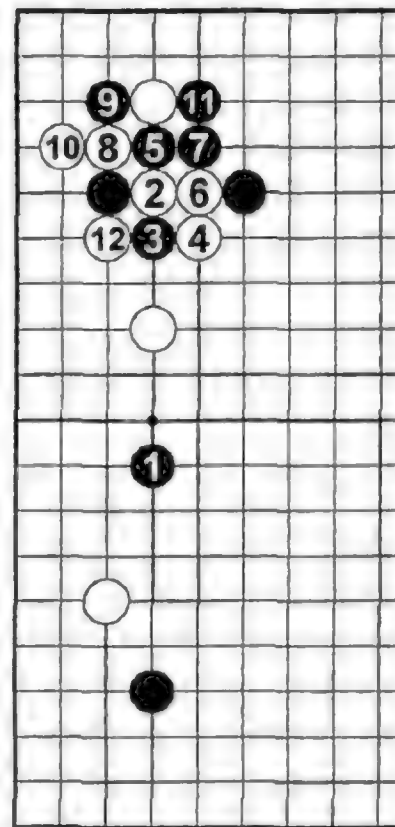
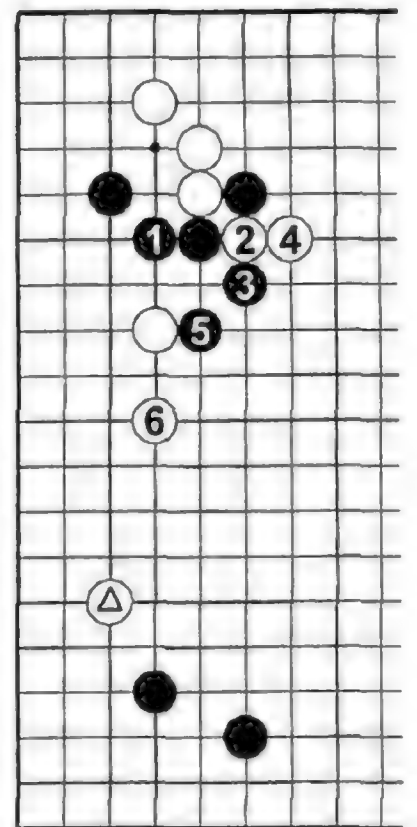


Figure 1 (1-50)



Dia. 1



Dia. 2

Figure 1 (1-50)

Black 9. Making the pincer/invasion at 1 in *Dia. 1* might appear natural, but this is what White wants. He will play the joseki from 2 at the top, after which Black 1 will be too close to a strong white position. (Takemiya Masaki 9-dan commented on cable TV that Michael Redmond 9-dan, the Yomiuri commentator for the game, pointed this out to him.) Apparently this opening has been studied at the Go Seigen study group of which O is a member.

Black 13. Black 1 in *Dia. 2* is what White wants. After 6, the marked white stone is well positioned. We don't know if Ryu was aware of the above-mentioned research, but anyway he avoided falling in with O's plan.

White 20 is an unusual variation. When White forces with 26 and 28 and extends to 30, he seems to have more or less got what he wanted.

Black 33. At 88 minutes, this was the slowest move of the game. In contrast, White was playing very quickly, using no time at all on many moves. This was the pattern throughout the series.

White 36 is a common probe, but Black 39 is extremely unusual, according to Ishida Yoshio (the referee) and Michael Redmond. It's a bold strategy, as it permits White to break through at the top with 42 on.

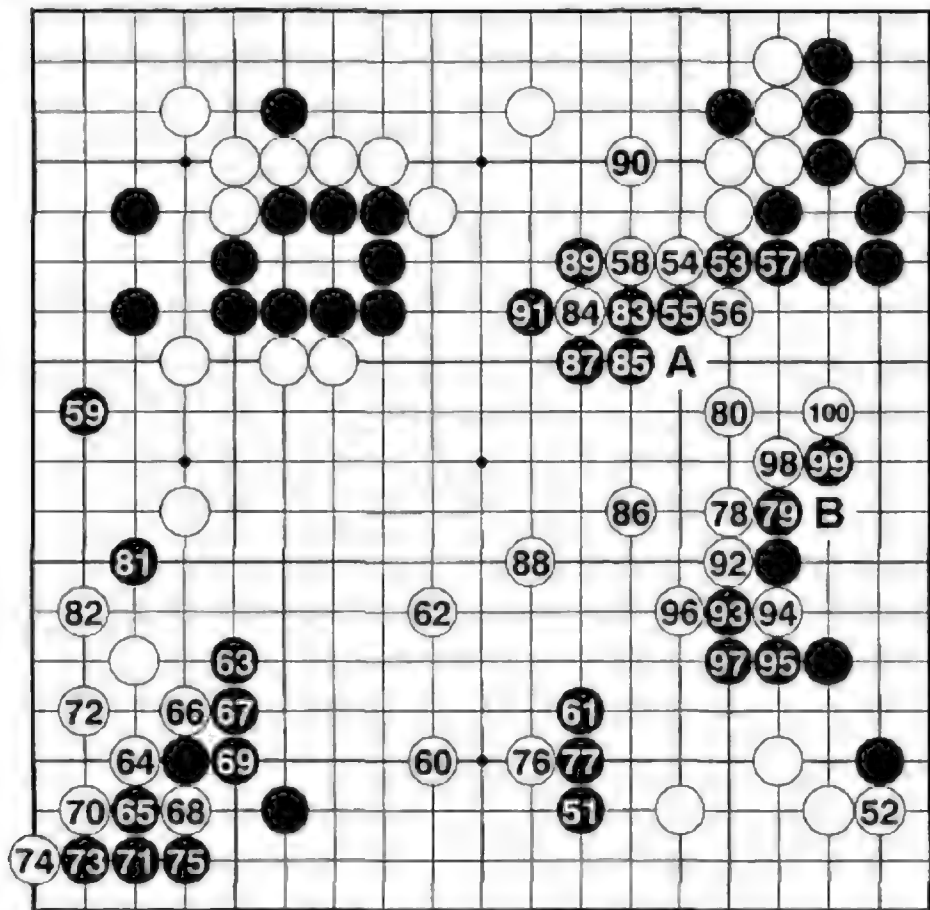


Figure 2 (51-100)

Figure 2 (51-100)

Black 59 takes aim at White's thinness here.

O sealed the next move after 36 minutes' thought. On the first day, Ryu used five hours 18 minutes to O's two hours 13 minutes — about par for this series.

White 62 seems well balanced. Note it also sets up a ladder for White A.

White 78 and 80 astonished the players following the game. 'White's really trying hard,' was a typical comment. Ishida: 'White invades Black's potential area; if the opponent does something, he plans to take advantage of it to counterattack him.'

With 83, Black finally decides to do something to exploit White's thinness. He gets a pon-nuki up to 91, while White lightly links up with 86 and 88. The moves themselves are light, but White is actually going all out to fix up his shape in the centre.

White 94 gives up some points, but it is a clever cut, setting up forcing moves at 96 and 98. Black can't permit White B, so 99 is forced. This kind of tactical manoeuvre is O's forte.

Figure 3 (101-150)

White 10. White can't connect at 13: Black 15. Black's attack earns him some handy profit up to 19.

White 20. White 1 in *Dia. 3*, worth 20 points, is the last large point on the board: both sides have been aiming at it for some time. However,

White can't play 1 because of his thinness in the centre: Black 2 would be too severe.

With no weak groups left, the endgame begins. Black gets to play 21, with its guaranteed follow-up at 23, and White expands the centre with 22. The game looks close. On TV, Redmond and Takemiya commented (in different programs) that at the time the players following the game thought that O had done well to settle his centre group with over ten points of profit, but that in retrospect 21 must have given Ryu the lead.

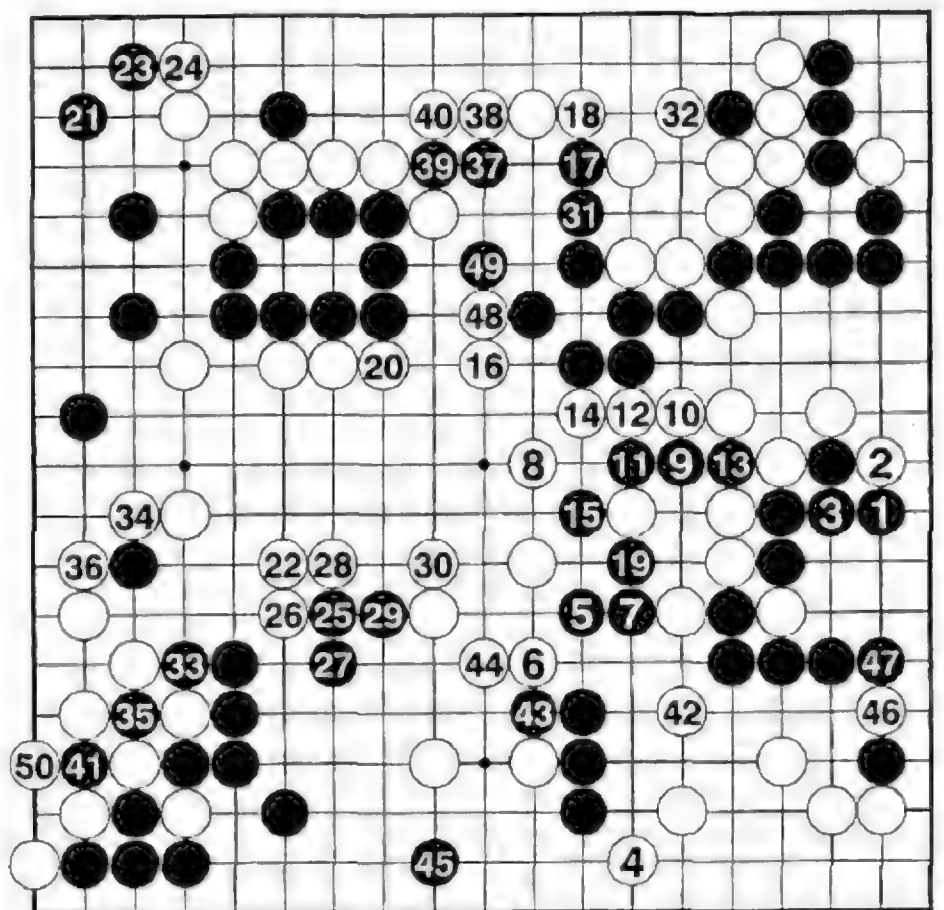
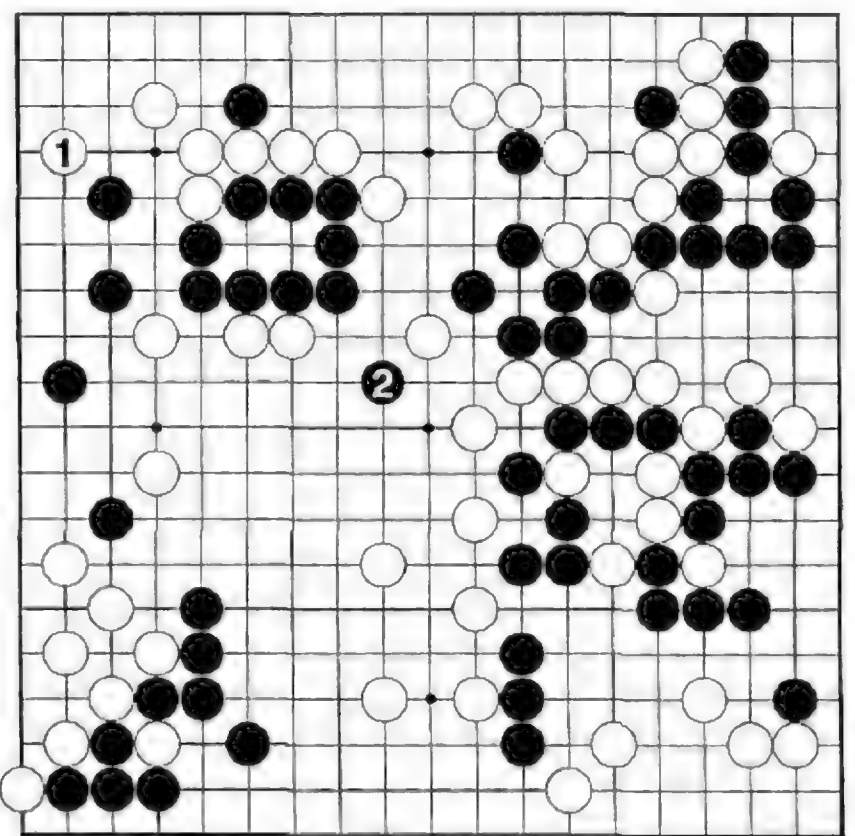


Figure 3 (101-150)

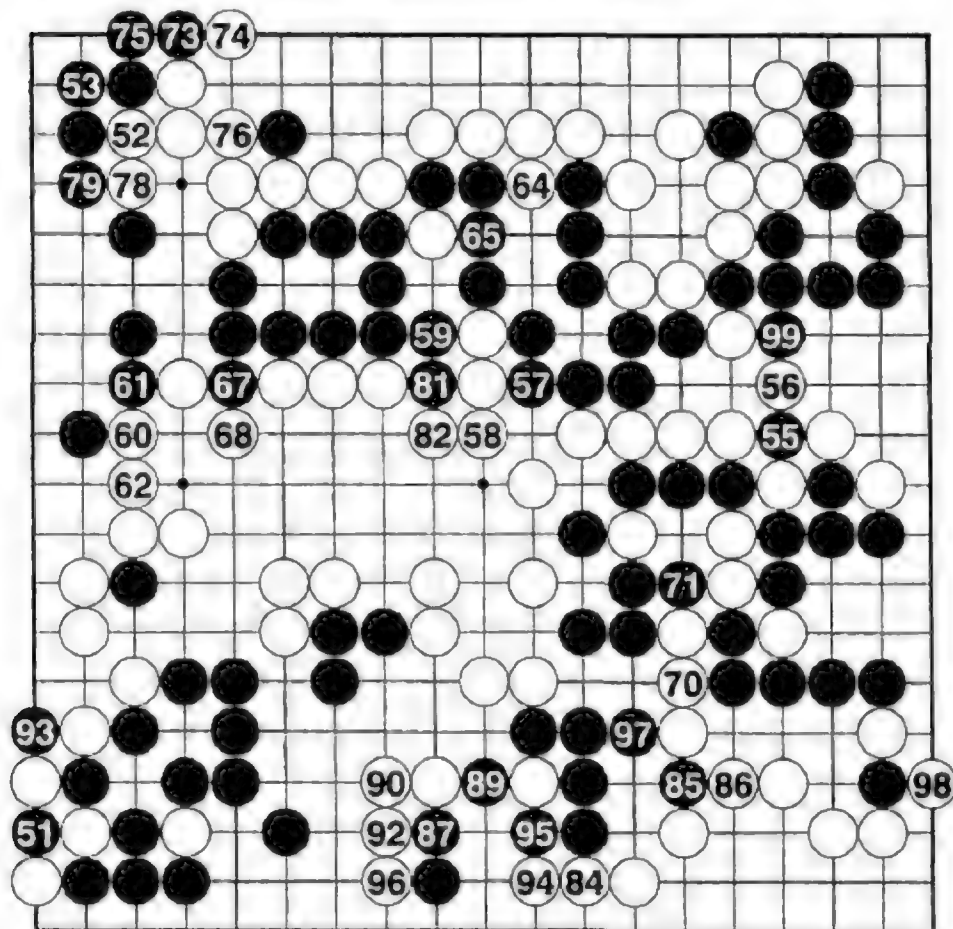


Dia. 3

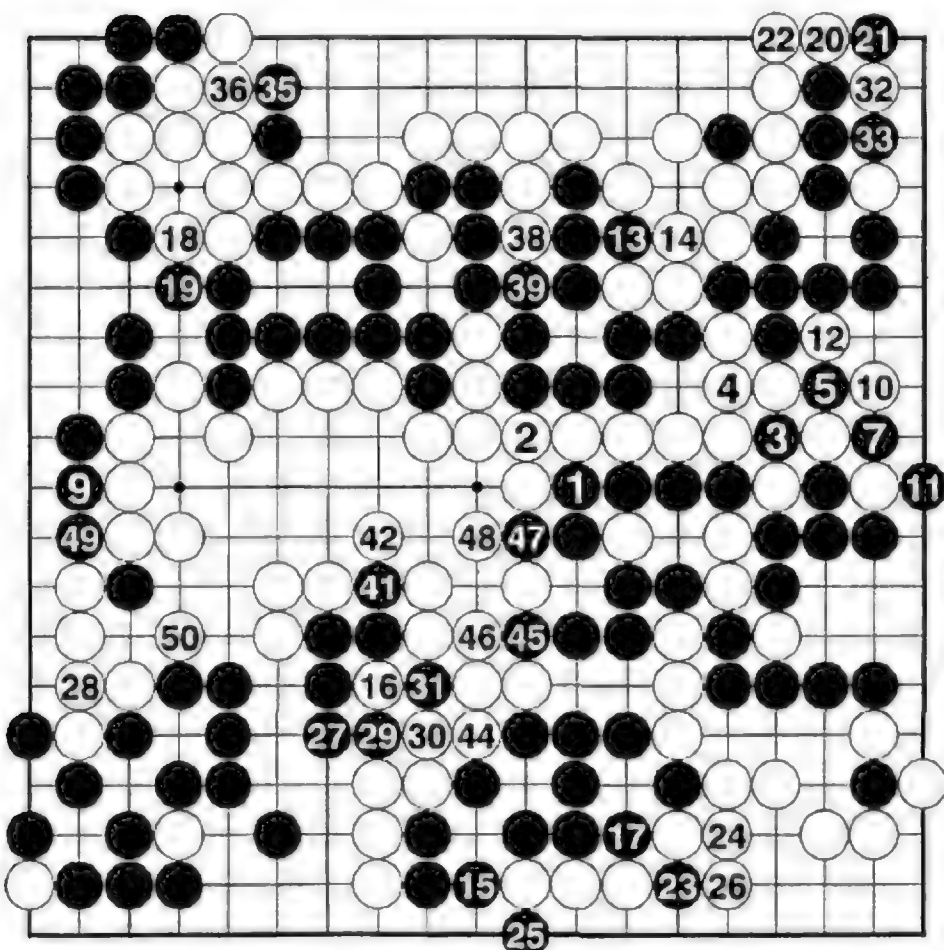
Figure 4 (150-200)

Figure 5 (201–250)

Black 5, 7 and 9 seem to be decisive: Black is nearly ten points ahead on the board.


Figure 4 (151–200)

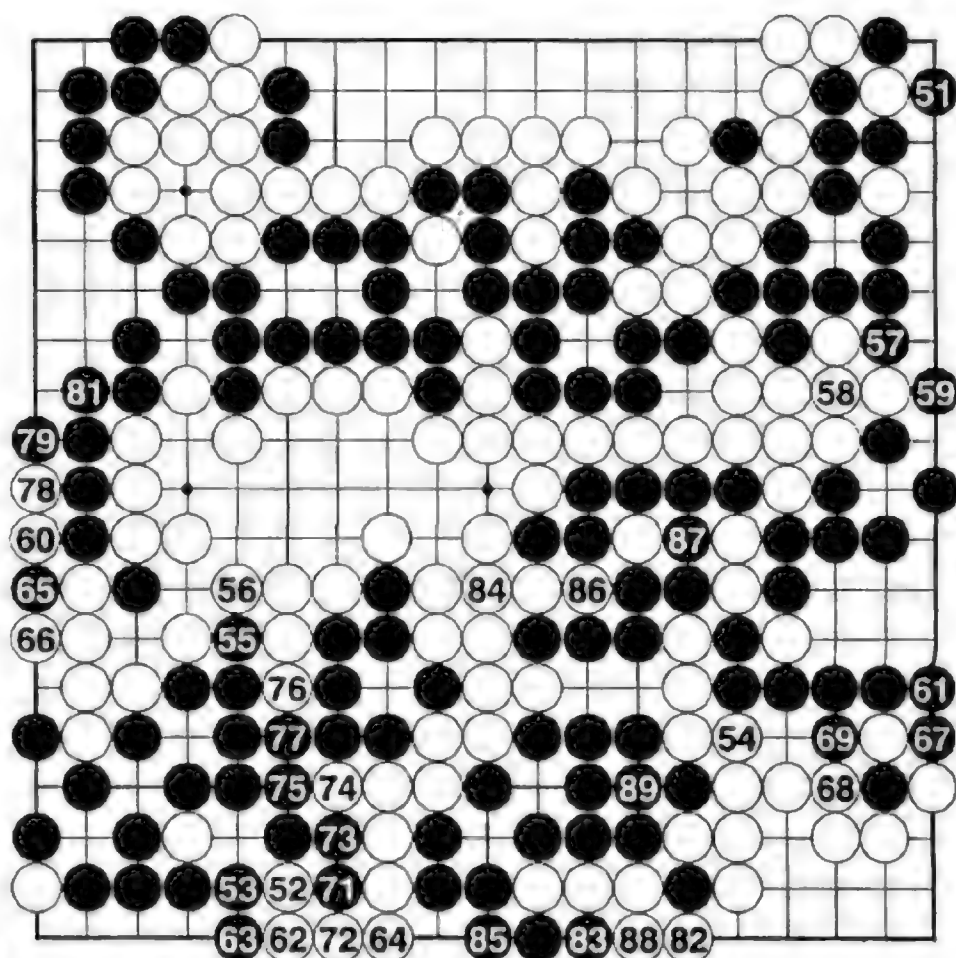
ko: 54, 63, 66, 69, 72, 77, 80, 83, 88, 91
100: ko (below 55)


Figure 5 (201–250)

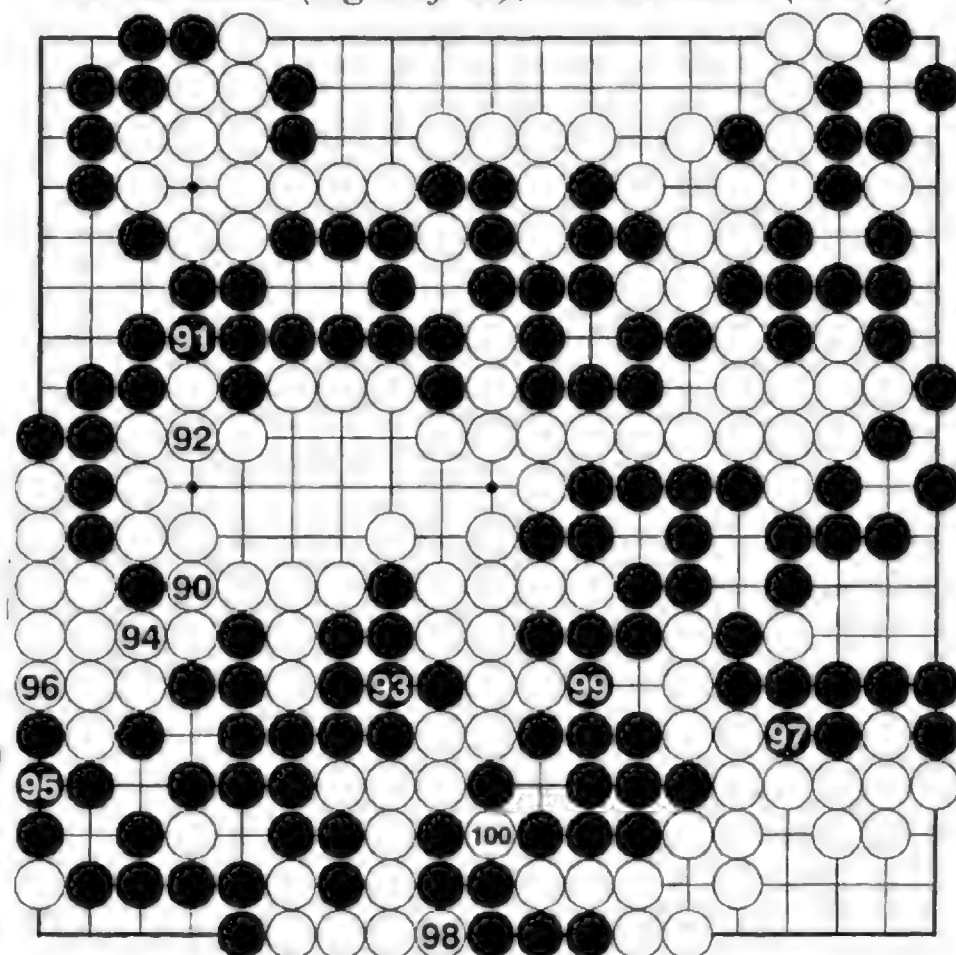
6: ko (right of 3); 8: connects (at 3);
ko (at 16/31): 34, 37, 40, 43

Figure 6 (251–250)

As the end of the game approached, the players in the pressroom concluded that Black had a nine-point lead on the board.


Figure 6 (251–289)

70: connects (right of 68); 80: connects (at 65)


Figure 6 (290–300)
Figure 7 (251–289)

(Note: this is the first time that this magazine has ever printed a figure just for the dame moves.)

Black 299, played around 7:10 pm, is the problem move. Realizing too late that 298 put six stones in atari, Ryu went to replay his move, but O stopped him, saying: 'I haven't said anything' — meaning he hadn't said the game was over, so Ryu couldn't play two moves in a row.

Ryu reacted with bewilderment. He seemed to mumble: 'It's over, isn't it?' [He spoke in a low

voice which was hard to catch on the video.]

O: 'I haven't said anything.'

Ryu: 'I heard you.'

O: 'I haven't said anything. [Turning to the game recorder] Did you hear me say anything?'

The game recorder, Kuwamoto Shimpei 5-dan, looked blank and made no response. At this point, O asked for the referee to be called.

When the referee, Ishida Yoshio, arrived, O explained the situation to him: when he played 298, an atari, Ryu played elsewhere; he hadn't said the game was over.

O then made a further comment, claiming that Ryu had already committed an infringement, replaying 285. He said he hadn't objected at the time, but he clearly implied that it was because of this that he wasn't going to permit a second infringement. He also emphasized that he was not mentioning it officially, that is, during the game. [As soon as a dispute arises, the time recorder stops the clock, so the ensuing time is not part of the game.]

Ryu did not say anything to Ishida: he neither denied O's claim that he had replayed a move nor did he try to claim that O had agreed the game was over. The video shows Ryu playing the dame moves quickly and mechanically, hardly even looking at where O had played. Clearly, he thought that the game was over and that the dame moves didn't matter.

Ryu was only following normal practice. In tournament go in Japan, it's common for the players to comment to each other that the game is over once there are only dame points left. At this point, the game ends and the players fill in the dame, not necessarily in strict rotation.

Let's see what the rules say. The thing about the Japanese rules is that they reflect the aversion of Japanese professionals to considering the dame-filling moves as part of the contest. This offends the aesthetic sense of Japanese professionals. The relevant rule reads:

Article 9 (end of the game)

1. *When a player passes his move and his opponent passes in succession, the game stops.*

2. *After stopping, the game ends through confirmation and agreement by the two players about the life and death of stones and territory. This is called the end of the game.*

Attached to the rules is an official *Commen-*

tary on the Rules. The commentary on Article 9-2 reads:

1. *Confirmation of the life and death of stones and territory requires that the players fill the dame and add any necessary stones inside their territory . . .*

2. *If the players agree, they may fill the dame and add other necessary stones after stopping the game, in which case these are not moves as defined by the rules, and need not be played according to the rules.*

The practice of commenting that the game is over is mentioned in the rules. Presumably, it's equivalent to a pass — if both players say this, both have passed and the game 'stops', as mentioned in 9-1. In practice, players usually make this comment while or after playing a move, so it's not really a pass — there's a gap here between the rules and what actually happens.

Anyway, if O had agreed that the game was over, he would certainly not have maintained that he had the right to capture the six stones, and there would have been no problem with Ryu's playing 299 and 300 in succession. Actually, in that case the dame-filling moves would not have numbers, as they would not be part of the game record. Quite often, published game records don't include the final *teire* or reinforcing moves if these are made after the players have agreed the game is over. (An amateur may have problems reconciling his count with the published result if he overlooks a *teire*.)

According to the rules, there was only one point that Ishida had to rule on: did O agree that the game was over? After hearing O's explanation, he read out to the players a clause from 'Rules and Conditions of the Kisei Tournament', a brief document, copies of which are given to the players before the match starts, stating that any dispute was to be resolved by the referee in consultation with the sponsors. The game officials then withdrew to another room to view the video and to make their decision, while the players waited in their rooms.

About an hour after the game was first suspended, everyone assembled in the playing room to hear the ruling. It was quite simple. After first reading out Article 9, given above, of the Nihon Ki-in rules, Ishida stated that the videotape did not show O agreeing that the game was over, so

it was still in progress and it was White's turn to move. O asked Ishida for confirmation, saying: 'May I play?' Ishida said, 'Yes,' so O played 300, removing six black stones from the board.

Ryu did not resign immediately. After breathing out loudly three times, he asked Ishida a question (at which point the timekeeper stopped his clock — Ryu had reached his final minute of byo-yomi way back): 'Did I replay a move?' Presumably he asked this question for the sake of his honour. The interesting thing about this problem is that it was not really a dispute: either from fatigue or intense concentration (or both) Ryu seems to have been oblivious to what was happening and so was unable to dispute either of O's contentions (about Ryu's replaying a move and O's not agreeing the game was over).

Ishida replied that he was unable to comment, as the camera angle on the video, from directly above the board, made it impossible to see. O commented that he clearly saw Ryu's hand let go of the stone before replaying it. Ryu made no reply to this. In retrospect, it's just as well O didn't protest at the time, as it wouldn't have been possible for a third party to resolve the issue.

Another point: Ishida was unable to confirm from the videotape that Ryu himself had said that the game was over, so there is doubt even about this. Perhaps Ryu murmured it very softly. In any case, one can hardly blame O, with his hearing problems (he's suffered from constant ringing in the ears since 1998 and some hearing loss), for not hearing him.

This incident leaves a lot of bad aji. Initially, the reaction among go fans in Japan was critical of O for grasping at a win on a technicality. As time passed, however, it came to be felt that professionals had to be held to higher standards than amateurs, and that Ryu had only himself to blame for being careless. (According to a professional we spoke to, this was the majority view among professionals.) Of course, there was a lot of sympathy for Ryu: this was a terrible way to lose a game in which he had played well. If he had won it, who knows how the match would have turned out? It would at a minimum have gone to a seventh game.

Not surprisingly, no one in Japan seems to think that there is any fault with the Japanese go rules. The problem arises from the stubborn Japanese resistance to counting dame-filling moves as part of the game. Although this is the

first time a problem has arisen in a title match, it's long been one of the well-known hazards of Japanese go, especially among amateurs but even among professionals. One player announces that the game is over; the other player is put on the spot. He doesn't want to say anything, because he can see a defect inside the opponent's group. If he says the game is not over, that will be a powerful hint to the other player that he should take another, closer look at the board.

The relevant World Amateur Go Championship rule states:

The players continue to play alternately until all the neutral points have been filled and all necessary defensive moves have been made.

If professionals adopted a rule like this, eliminating the custom of verbally agreeing that the game is over, problems like the Kisei one would never arise. There is little chance of this, however, as it would presumably seem like the first step towards counting dame as part of the game.

One prediction we can make: professionals are going to pay more attention to filling in the dame.

(Report by John Power)

Go World News

Continued from page 14

7. Ding Wei 8-dan: 46–27.
8. Liu Jing 8-dan: 48–18; won 3rd Agon Kiri yama Cup.
9. Hu Yaoyu 6-dan: 47–23; won 13th CCTV Cup, 2nd in Robust Cup.
10. Luo Xihe 8-dan: 35–28.
Yu Bin 9-dan: 28–19; won 3rd Qisheng title.

Just for reference, Nie Weiping was number 19 with a 21–20 record. Qiu Jun 6-dan and Peng Qua 4-dan, two new stars, were 24th and 25th, with records of 40–31 and 41–24 respectively. The top woman player was Zhang Xuan 8-dan, Chang Hao's wife, who came 26th (win-loss record not given).

(Source: *Go Weekly*, 25 Feb. 2002)

The 6th Samsung Cup Final

Cho Hun-hyeon vs. Chang Hao

There were big expectations for the young Korean players in this year's Samsung Cup. An Tal-hun 4-dan and Pak Cheong-sang 2-dan did especially well, but both were eventually eliminated in the quarterfinals. So it was back to business as usual in the semifinals, with Cho Hun-hyeon playing Ma Xiaochun and Chang Hao facing his nemesis Yi Ch'ang-ho. In the 'senior's section', Cho beat Ma two games straight, but the surprise came in the showdown of the two younger players. Contrary to all expectations, Chang Hao, who, up to this tournament, trailed far behind Yi by 2–14 in individual encounters, was finally able to demonstrate his real power and beat Yi Ch'ang-ho 2–1. So the final came down to a 'match between two generations', Cho Hun-hyeon, the teacher of Yi Ch'ang-ho, and Chang Hao, Ma Xiaochun's successor as China's number one player.

Game Two

White: Cho Hun-hyeon 9-dan (Korea)

Black: Chang Hao 9-dan (China)

Komi: 6½ points; time: 3 hours each

Played on December 12, 2001 in Shanghai.

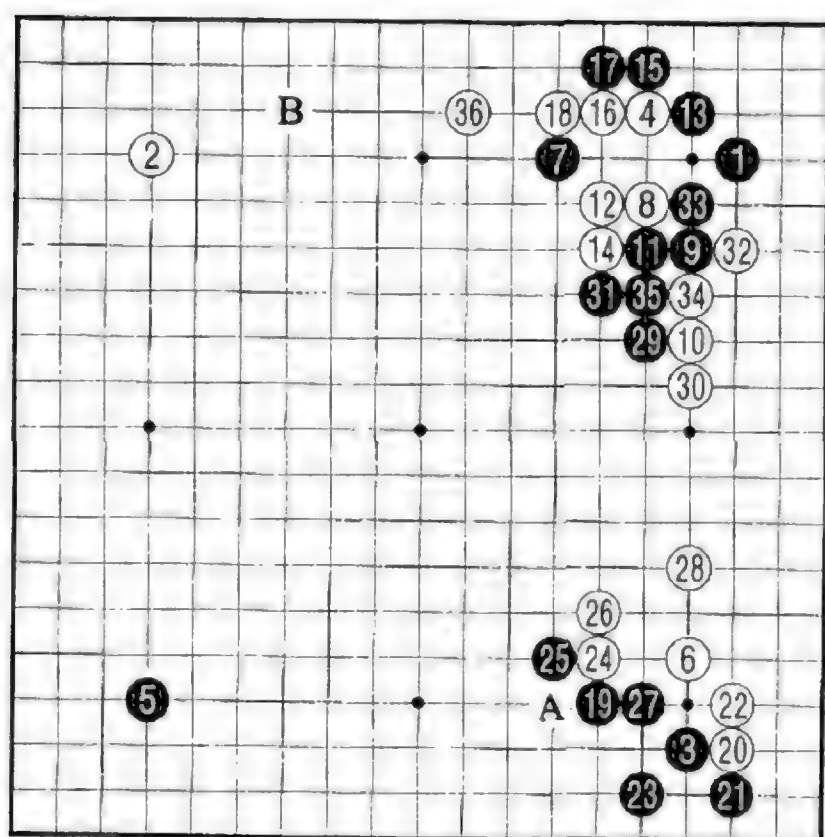
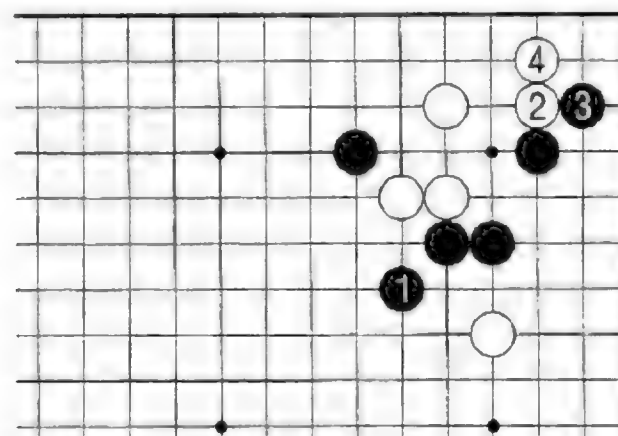


Figure 1 (1–36)

Figure 1 (1–36)

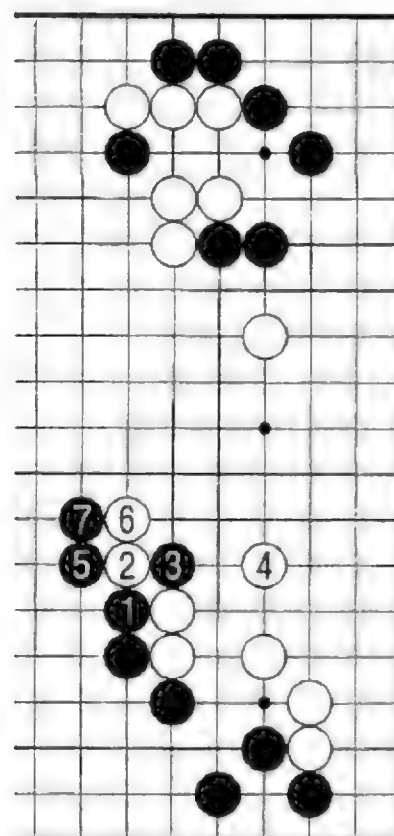
Chang Hao eked out a half-point victory with white in the first game, maintaining the winning momentum he started against Yi Ch'ang-ho in the

semifinal. Now it was Chang's turn to play black. He started by playing two 3–4 points on the right side with 1 and 3, no doubt expecting White 4, which is Cho's specialty, thus leaving the last empty corner for Black 5. These three moves showed Chang's determination to play positively.

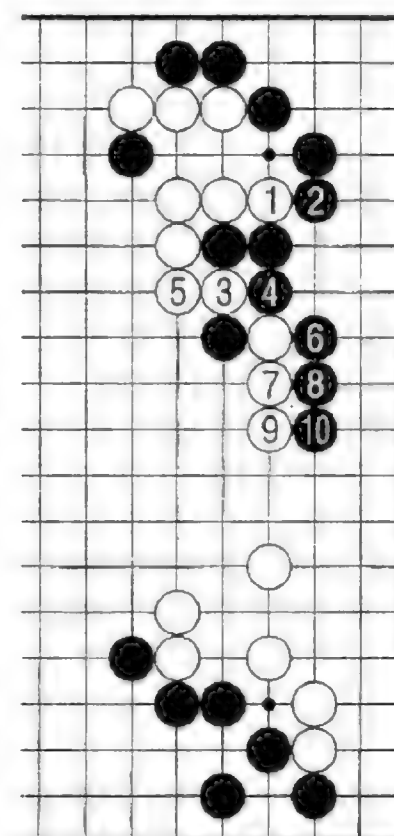


Dia. 1

Instead of 13, Black 1 in *Dia. 1* is the usual joseki move, but Chang probably didn't like White 2 and 4. Next, White 14 to 18 seem natural; this is the most recent innovation in this joseki. Black then takes sente and switches to 19, but his move at 27 is questionable. White 24 and 26 try to make the most efficient use of the influence above. When Black plays 27, he wants to cover the defect of the cut at A and keep sente, but 27 induces 28, so this is bad for Black. Chang's intention was to follow up with 29 in the upper right, but that didn't turn out as planned. Instead of 27, Black should have followed *Dia. 2*, leaving White's right side relatively flat in comparison to Black's framework at the bottom.



Dia. 2



Dia. 3

White 30 is a calm response, frustrating Black's aim which is shown in *Dia. 3*. After White 30, Black 31 is inevitable, and White 32 and 34 are a nice follow-up. However, White 36 is a bit narrow in vision; White B instead would show a broader approach.

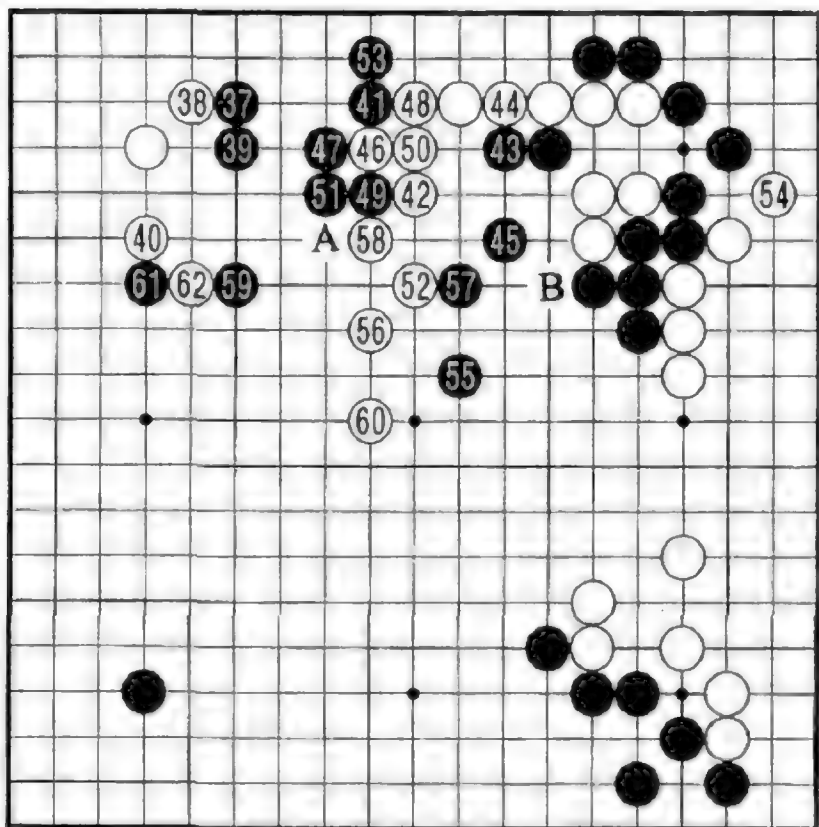


Figure 2 (37-62)

Figure 2 (37-62)

This best-of-three final took place in the Shanghai Huating Hotel. At the reception held before the match, Cho said that even if he lost, he would have nothing to regret, as he was fighting on his opponent's home ground. Chang was quoted as saying that although he lacked the skill and experience of Cho, he had the advantage of youth and vowed to put up a good fight.

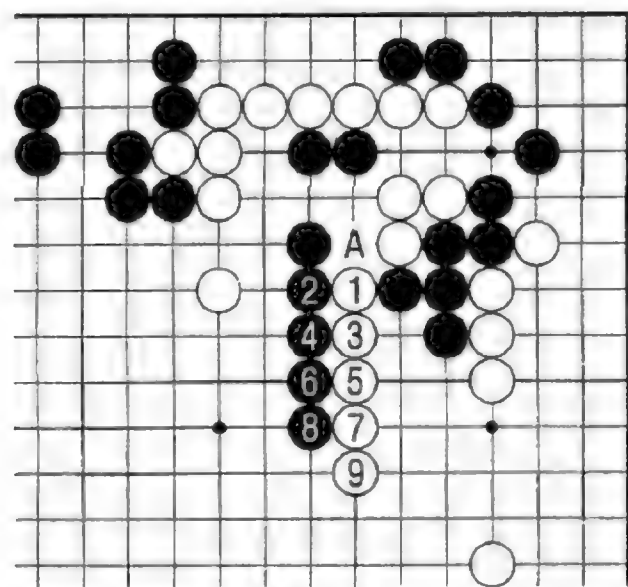
Shanghai is Chang Hao's hometown and, having just beaten Yi Ch'ang-ho in the semifinals, he was the hero of China's go fans, who all had high hopes for him. On the national stage Chang Hao currently holds the Lebaishi and Tianyuan titles. He is also the top-ranked Chinese player and, at the time of this match, was challenging Ma Xiaochun for the Mingren (Meijin) title.

Black 43 and 45, starting action in such a narrow area, show Chang Hao's determination. Since he fell behind in the fuseki, he probably thought normal moves like 51 or A would not make a game of it.

On seeing 46 and 48, the Chinese professionals following the game shook their heads in disapproval because White's shape is bad. But the Korean players felt those moves were normal, having occurred in a fight. In addition, they created some weaknesses in Black's position.

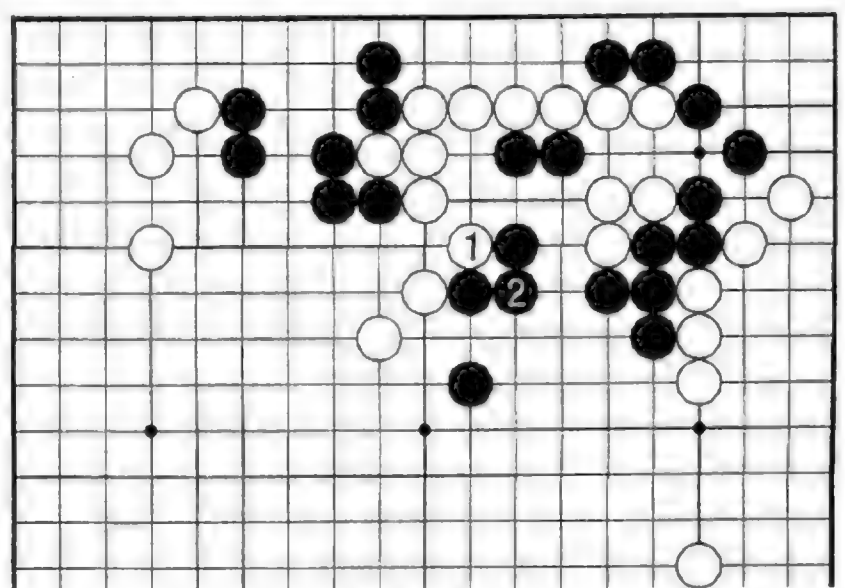
An even bigger surprise was White 54. Most observers expected White B. 'An endgame move at this stage of the game?!' For sure this move, if played by an amateur, would have been subjected to severe criticism as a move which runs away from a fight. But what can you say when it is played by a player of Cho Hun-hyeon's caliber?

As the commentator Mok Chin-seok 6-dan put it: 'It is not an easy move to play, but in the subsequent fighting it had some meaning. Maybe Cho played this move because he was not satisfied with the direct continuations in the center. For example *Dia. 4*, where White seems to succeed in splitting Black, but finally has to connect at A and ends up having played mostly on neutral points.'



Dia. 4

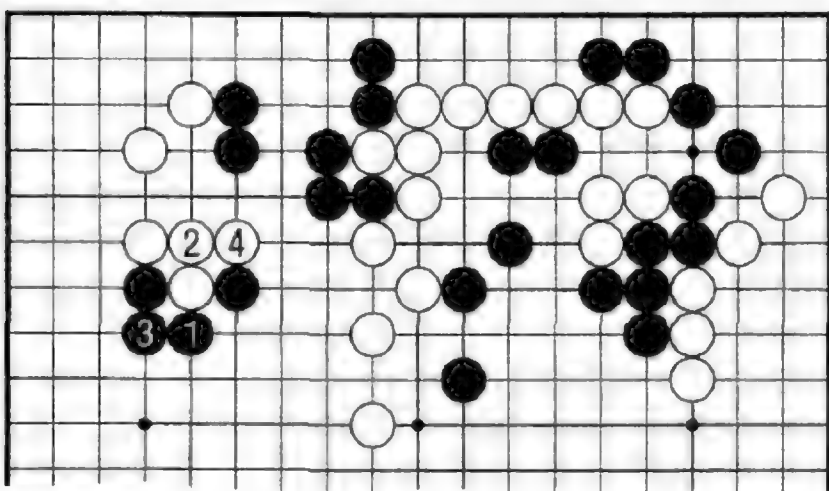
A move like 54 probably can only be understood by the player himself.



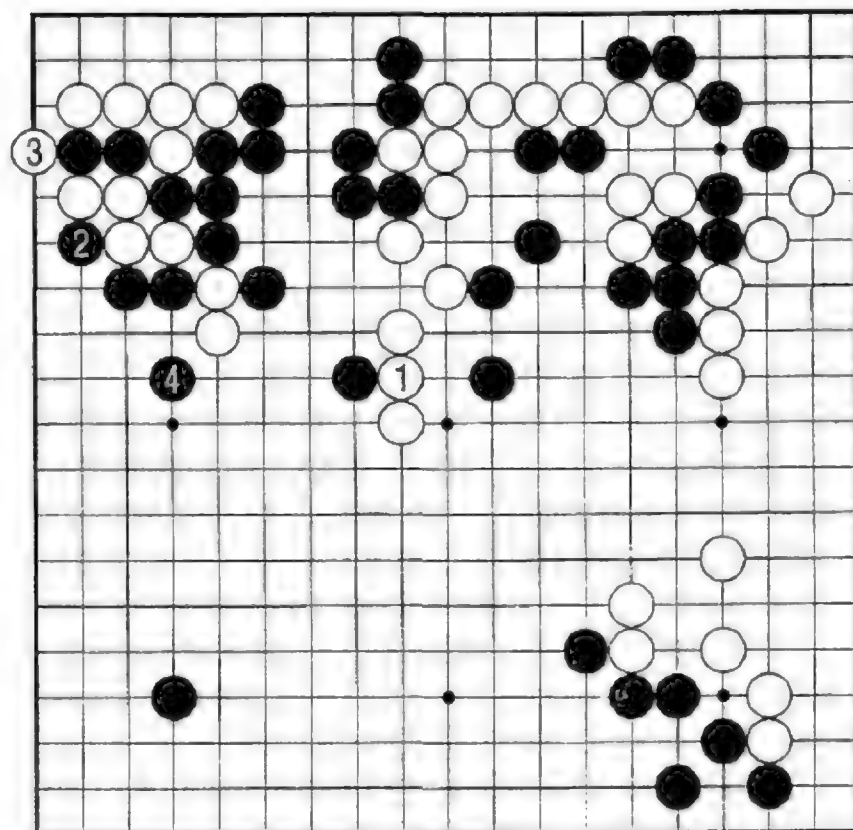
Dia. 5

White 58 was also an unexpected answer to 57. Everybody was expecting White 1 in *Dia. 5*, where White keeps sente. However Cho preferred 58, which gives his stones eye shape.

White 62 in answer to Black 61 is a strong counter that testifies that Cho Hun-hyeon is not a player to run away from a fight as some of his previous moves might lead one to believe. One might wonder whether this was already in his mind when he played 58 or even 54. White's plan is shown in *Dia. 6*, where he effectively splits Black.



Dia. 6



Dia. 8

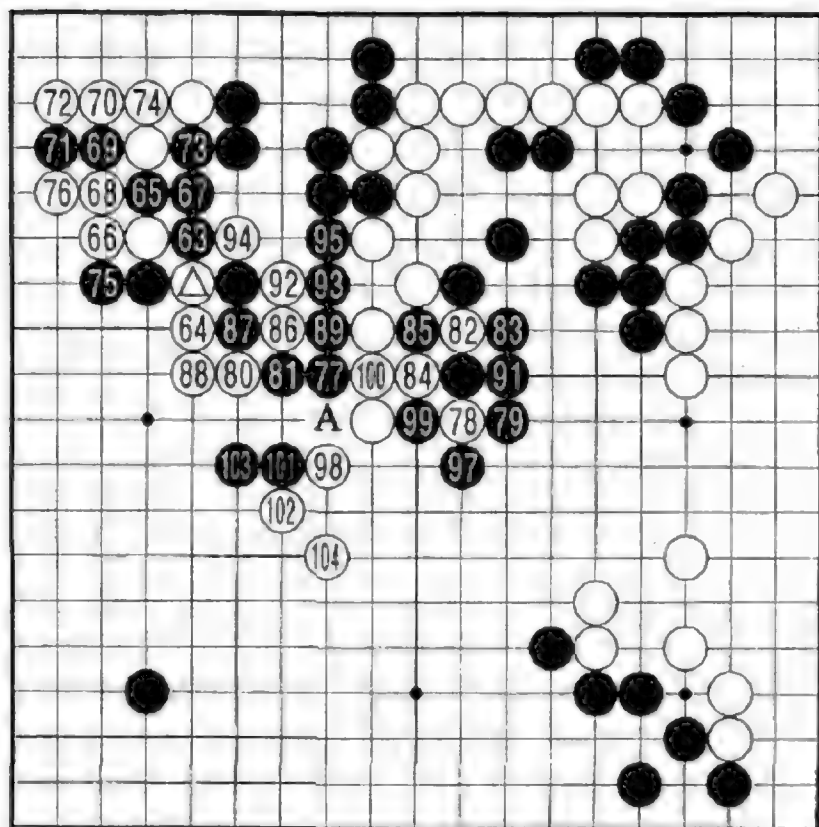
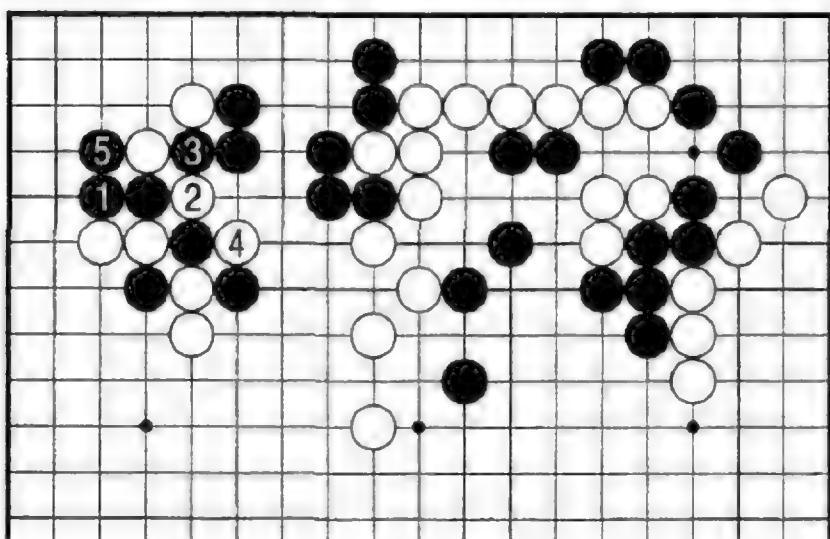


Figure 3 (63-104)
90: at 82; 96: at 85

Figure 3 (63-104)

In response to the marked stone (White 62 in *Figure 2*), Black countered with 63 and 65, but then he backtracks with 67. The alternative is *Dia. 7*, where Black gets a large corner. But the thickness on the outside, which relieves the pressure on White's center group, is not to Black's liking. Instead Chang creates some aji with the sacrifice sequence of 69 to 75 and then switches to the attack on the center group with 77.



Dia. 7

White 78 is the vital point for keeping sente. When Black answer at 79, White switches to the urgent point of 80. If White had meekly connected with 1 as in *Dia. 8*, he would have been in serious trouble after Black 2 and 4. Strong resistance with 81 is natural because Black has to keep White separated and attack to keep his hopes alive. However, White's problems begin when he starts a ko with 82. Although he succeeds in making Black overconcentrated up to 91, his own shape suffers as well. White should have simply extended to 97 instead of 82. Even though White captured two stones with 92 and 94, this allows Black 97 and 99, which put the whole white group under enormous pressure. From time to time, the fighter Cho Hun-hyeon ends up overdoing things and gets into trouble. However, his position cannot yet be considered bad.

Before the first game Cho was asked by Chinese reporters what was his secret for staying at the top for so long, as usually players start to get weaker after the age of 40. On the contrary, Cho Hun-hyeon is maintaining a high winning percentage against the fearsome Korean youngsters. His answer was 'A candle light flashes up before vanishing; it seems to be similar to that. However, I'd like to prolong that flash.'

Black 101 and 103 separate White while maintaining a connection between his own groups, since A is sente. If Black had simply played 103, White would most likely switch to the left side.

Figure 4 (105-127)

After White 104 in *Figure 3* (the marked stone here), Chang immediately sets his left side stones

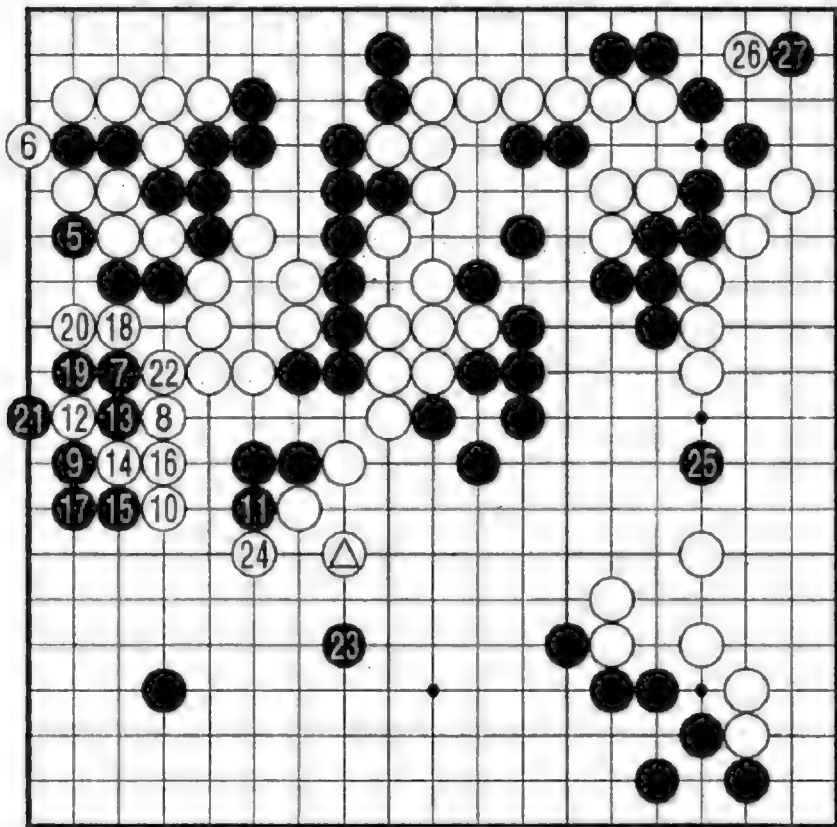
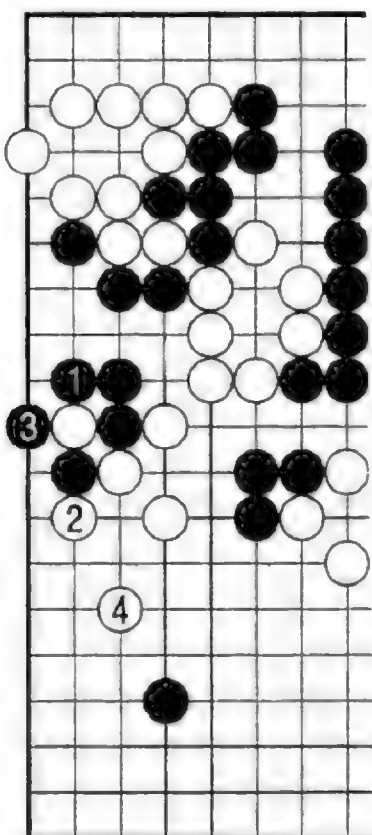
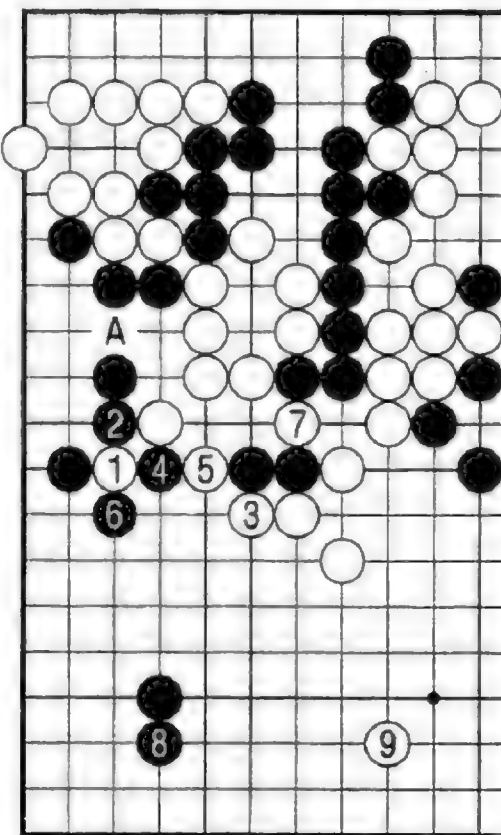


Figure 4 (105-127)

in motion. Cho replies with White 8 and 10. However, the jump of White 10 is the cause of the uphill struggle that White now has to face. Of course, he was expecting Black 11 and planned to follow with White 12 as in the game, but the result is not very impressive. Most likely Cho had analyzed the sequence in *Dia. 9*, but that was one-sided thinking, as 15 and 17 made clear.



Dia. 9

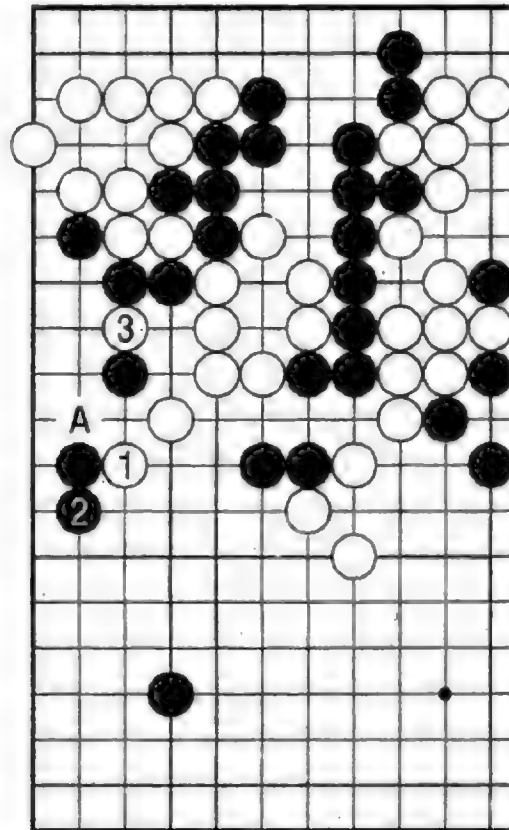


Dia. 10

White 18 is a nice tesuji, but it only serves to capture three stones and secure one white group — in gote! Black 13 tilts the game in Black's favor. Just for reference, if White 18 is played at 19, Black calmly connects at 18.

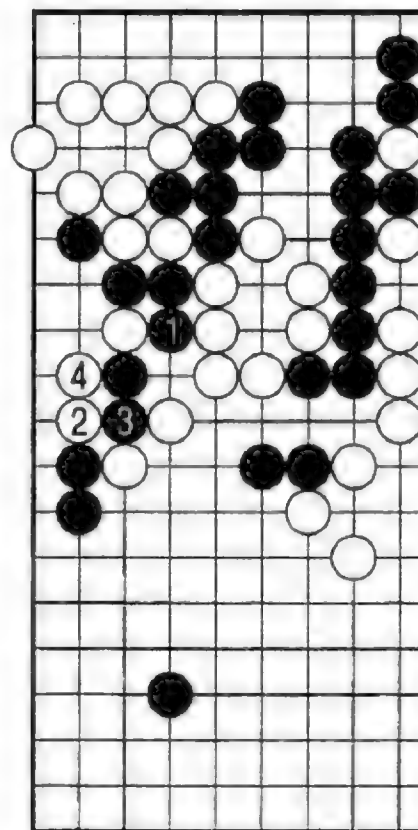
Instead of 10, how should White have played? *Dia. 10* is the answer. With the aji of White A,

Black has to respond at 2, which is met with the nice drive of 3. The continuation to 9 gives White good prospects. This was the conclusion reached in a study session led by Mok Chin-seok, Rui Naiwei, and Jiang Zhujiu the day after the game. It shows how important the timing of moves is.

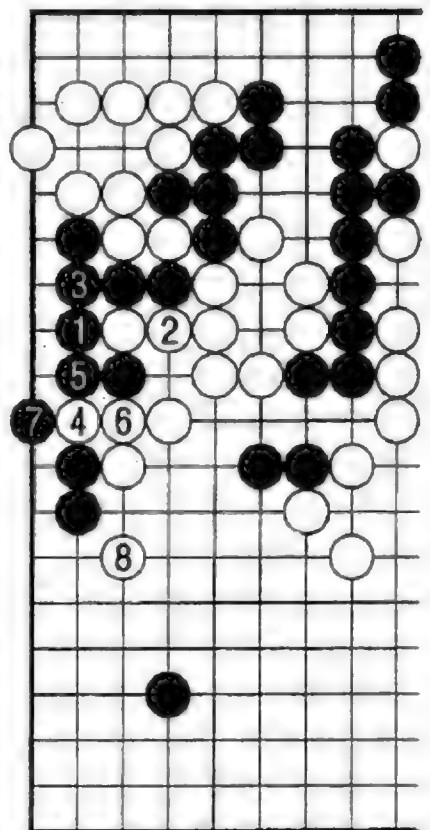


Dia. 11

If Black extends with 2 in *Dia. 11*, it is hard to answer the wedge of White 3 because of the defect at A. *Dias. 12* and *13* show two variations, neither at all promising for Black.



Dia. 12



Dia. 13

In the game, White has to bear Black's attack by answering with 24, and Black continues to harass White with 25.

Carelessly answering White's probe at 26 with Black 27 is a decisive mistake.

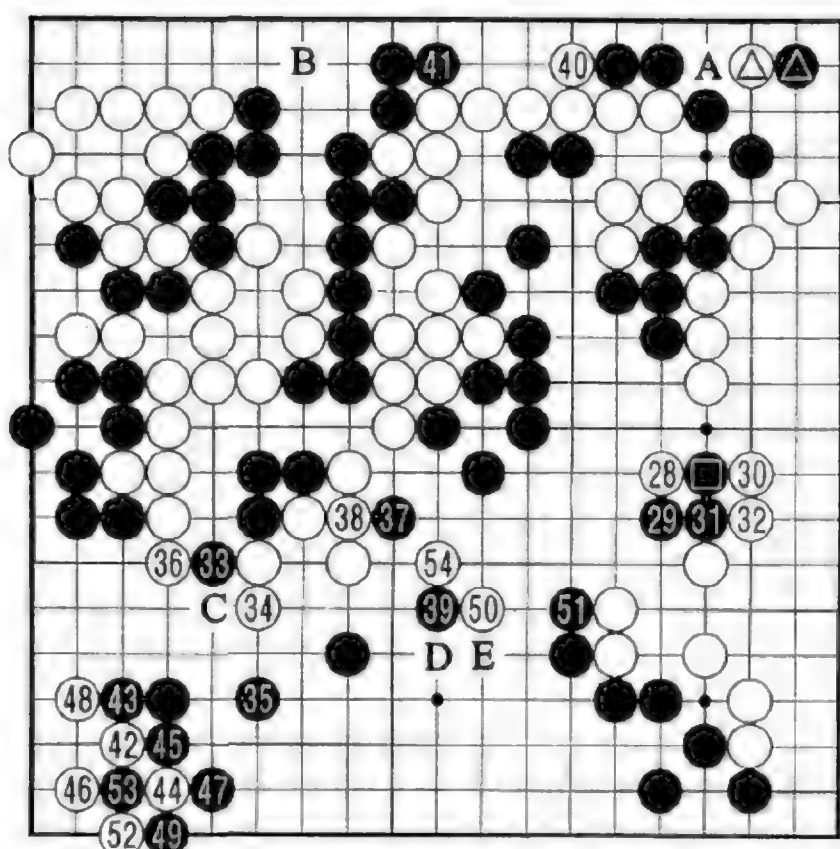
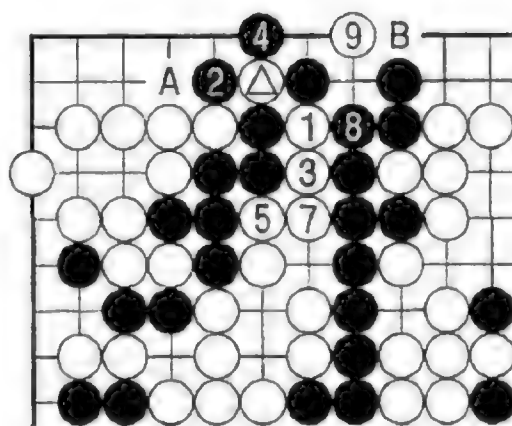


Figure 5 (128-154)

Figure 5 (128-154)

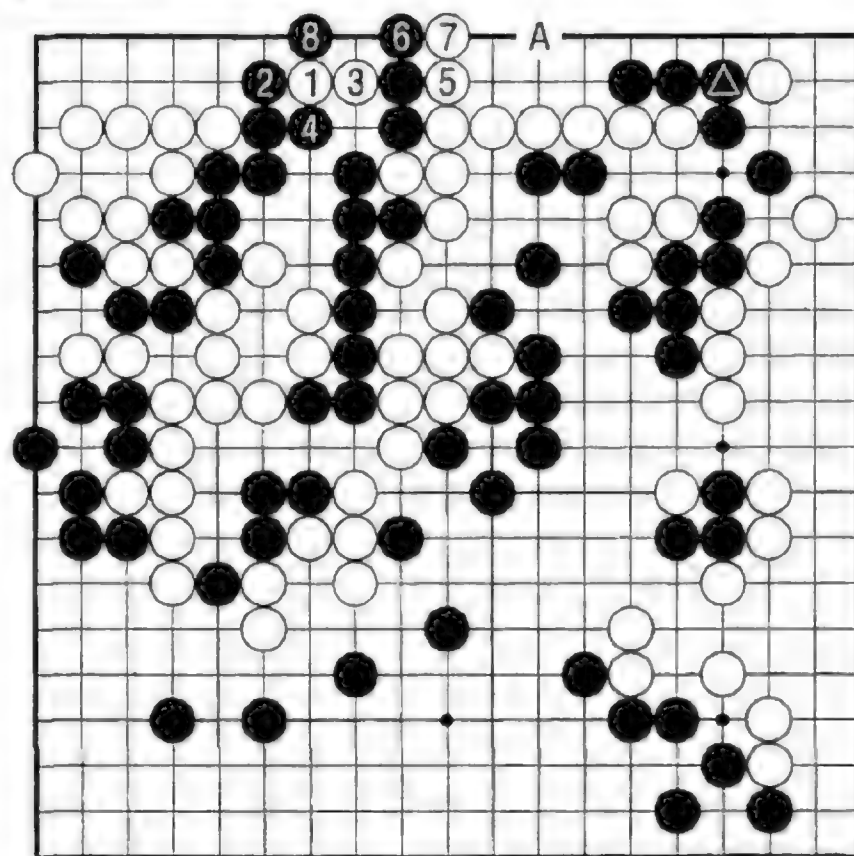
Black should have answered White 26 in Figure 4 by firmly connecting at A because it is related to the life and death of the black and white groups on the left. That would have made it much more difficult for White to live with his big center group. By seeing the marked white stone in the wrong context, that is, as an emergency measure against Black 25, Black helped White out of trouble. White now plays 28, enabling him to connect underneath with 30 and 32. Resisting here more vigorously might have had devastating effects on White's central group. When Black attacks that group with 33 to 39, White 40 is a golden move. Black 41 is inevitable, and, since White can now capture at A, his group is suddenly out of danger. The life and death mentioned before is very delicate and affects both the black and white groups at the top!



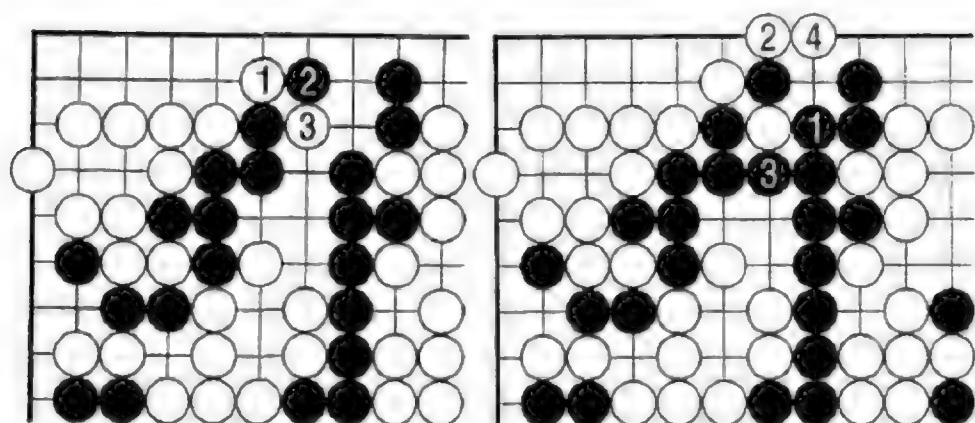
Dia. 16

Black 6: at the marked stone

It is not easy to see a sequence like Dia. 14 when you are playing a game. At first the Korean professionals analyzed only White 1 in Dia. 17 (B in this figure), which establishes an eye in gote (if Black answers with the marked stone). But in the game position, it is an eye in sente. It was only later that a young player in the Chung-am study group found the move that turns it into a life-and-death question for Black.



Dia. 17



Dia. 14

Dia. 15

If Black omits 41, White 1 and 3 in Dia. 14 would end his hopes. White 2 and 4 in Dia. 15 leave Black with only one eye, and the sequence in Dia. 16 reveals the meaning of White 40: Black needs A and B to make two eyes.

This means the advantage in the center fight would be Black's had he connected at A in the figure. White would have to connect with C, and Black could play 43 for an easy win. White was lucky to get the chance to play 42.

In answer to Black 49, White unexpectedly plays 50 in his quest for complications. Just like White 26 in Figure 4, this is a nice probe, perfectly timed. Professionals live for such moves, and indeed it is a very hard move to answer. Playing D feels like being forced, and answering with E permits the crosscut at D, which is even worse. That's why Chang resolutely pushes up with 51, but Cho then returns to the corner for a ko with 52.

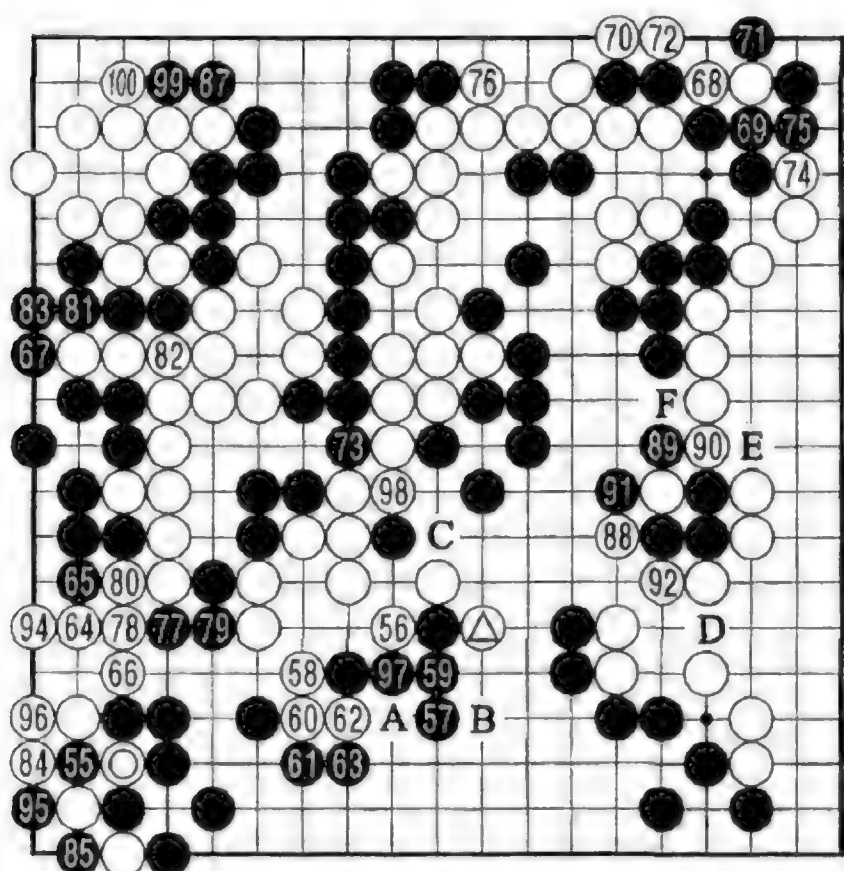
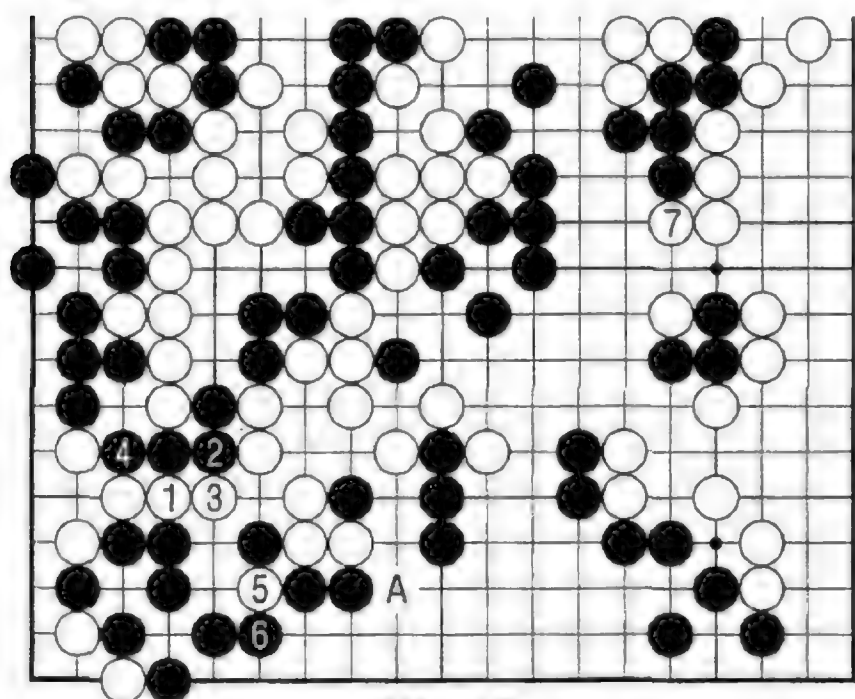


Figure 6 (155-200)
86: at the circled stone; 93: at 55

Figure 6 (155-200)

Since Black can not start answering the ko threats in the center, he finishes the ko immediately with 55. But, with White 56, the flow of the game becomes favorable for White again, so the marked stone was a successful attempt to shake up the game. But then White plays a greedy move with 58. Of course, if Black answered with 60, White A would be a nice tesuji, but, when Black calmly connects at 59, White wakes up to his wishful thinking. Again the outcome becomes unclear. White should capture at 59, and Black would play B. After that White has to start playing endgame moves in the upper left. That way the game would be close but favourable for White. Also, instead of White 76, White C in the center would be thicker.



Dia. 18

White 78 is another mistake. The sequence in Dia. 18 is better. White gets to play 7 after connecting in sente with the cutting tesuji. For reference, if

Black takes sente anyhow, White can break into the bottom with A. Such mistakes are most likely due to time shortage.

Anyway, Black has regained the lead, but 87 is a slow move. It was painful to have White play 88 to 92 in sente. If Black had played the sequence Black 92-White D-Black 90-White E-Black F, he would have won by one and a half points, according to Mok Chin-seok.

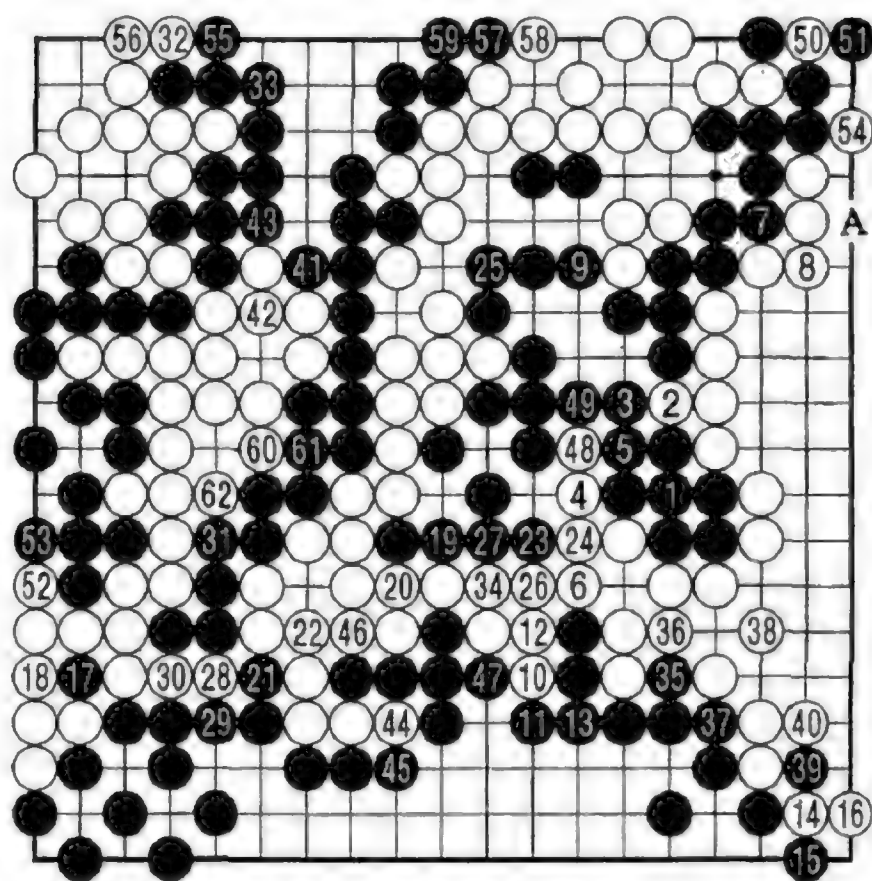


Figure 7 (201-262)

Figure 7 (201-262)

Black 7 is another mistake that costs about one point. This carelessly played sente move destroys the possibility of Black 54, followed by the attachment of A. Be that as it may, White 26 is another moment when the spectators hold their breaths, as it is an extremely dangerous moment. What if Black doesn't play 27, but instead starts the ko with 34? The players just continue with their normal line of play, not noticing this misstep that could have made the difference between victory and defeat. White 26 should, of course, safely connect at 34!

After 262 moves the counting shows White just half a point ahead. So, after being on the wrong side of a half-pointer the day before, Cho Hun-hyeon was on the lucky side this time. A thrilling match.

As it turned out, Cho won the final game by 2½ points, which probably leaves Chang Hao with most regrets about this game where he almost had the Samsung Cup secured.

(From *Baduk Magazine* January 2002. Translated by Franz-Josef Dickhut.)

Game Three

White: Chang Hao

Black: Cho Hun-hyeon

Played on 14 December 2001.

Commentary by O Rissei Kisei.

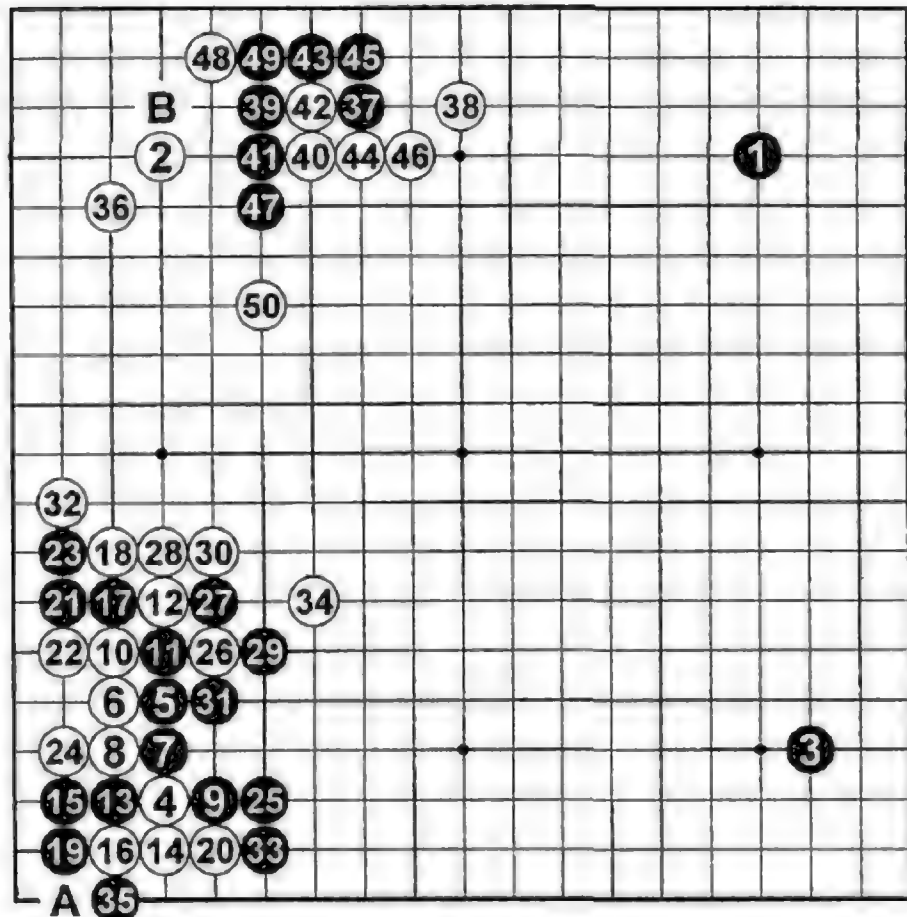


Figure 1 (1-50)

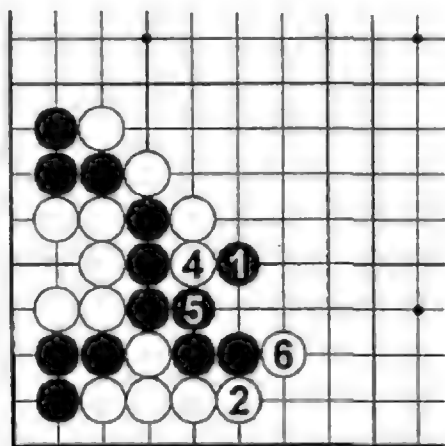
Dia. 1: good for White
3: elsewhere

Figure 1 (1-50). Chang's positive play

The opening pattern from 1 to 5, followed by the large avalanche of 7, is one of Cho's specialties. I've seen him play it in a number of games.

The hane of White 26 is a new move; it may be an invention of Chang's. If Black plays 27 at 1 in *Dia. 1*, White can crawl at 2 in sente; if Black ignores it, White has a good continuation: the hane/atari of 6 is severe.

White 34. Capturing with A, worth 20 points, would be big, but 34 is also a good move, so one can't say which is better.

White 38, a strong counter to 37, is typical of Chang. But I have my doubts about

White's attack with 40, as Black can live at any time by attaching at B.

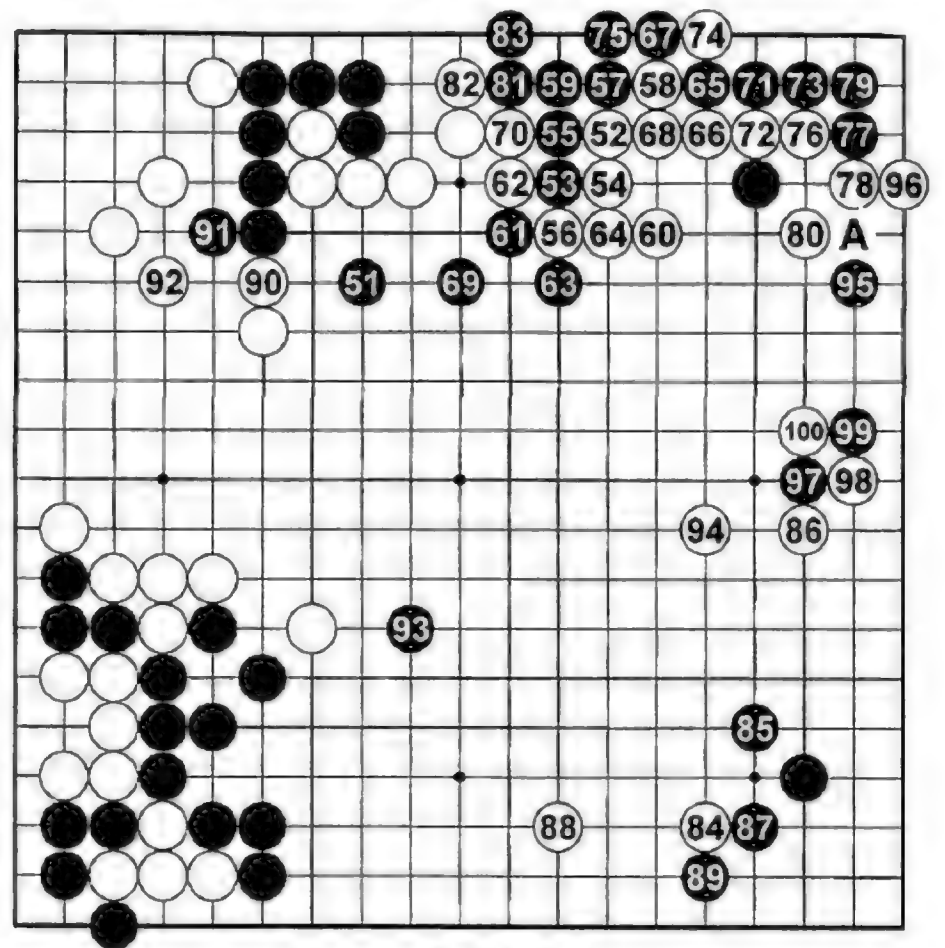
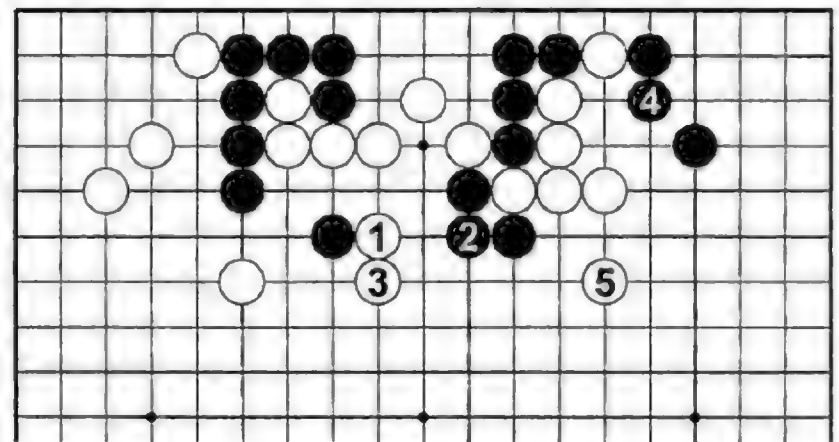


Figure 2 (51-100)



Dia. 2: White must move out

Figure 2 (51-100). Cho takes the lead.

White 52. A large-knight's move at 54 might be better. Black's counterattack with 53 is severe. From here on, Cho's play is brilliant.

White rebels against Black 53, so a perilous fight suddenly erupts, but it feels just a little unreasonable for White.

White 66 is awful. White had to move out into the centre with 1 in *Dia. 2*. Crawling along the second line with 71 on may appear painful for Black, but capturing the white group is big. Black clearly has the lead after 83.

White ignores Black 89 and encloses the left side with 90 and 92: Chang is going all-out here.

Black 93 is a move rich in implications: it aims at attacking the white stones at the bottom, at limiting the left-side moyo and at in-

vading on the right side

Black 95 is a sharp move. In response, White tries too hard with 96. I think he should have answered patiently at A.

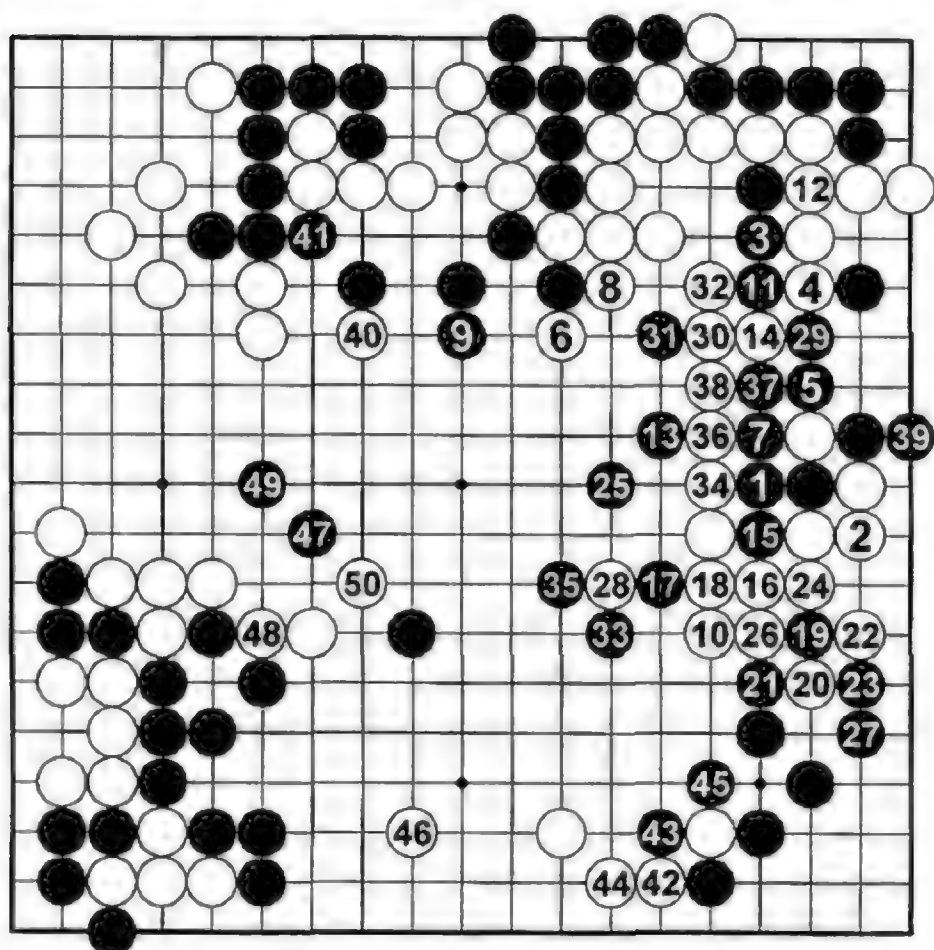
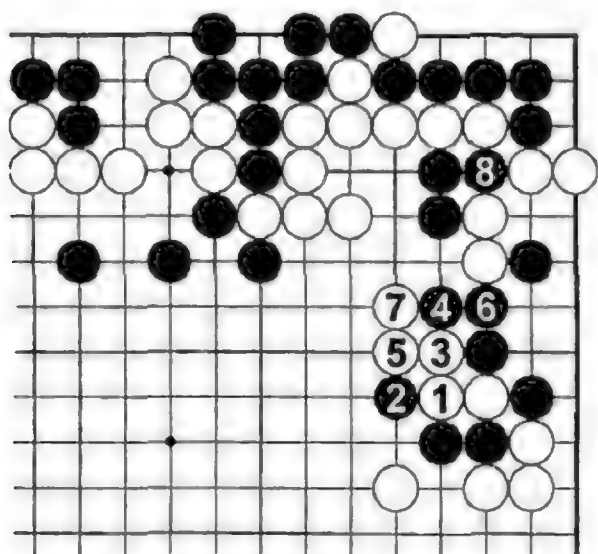


Figure 3 (101-150)



Dia. 3: Black's trap

Figure 3 (101-150). A major success for Cho

White 6. If White tries to escape from the ladder with 1 in Dia. 3, he falls into a trap. After 6, White collapses. [If White 7 here, Black cuts at 8 and captures; if instead White 7 at 8, Black pulls out his stones with 7 etc., leading to disaster for White; White 7 above 4 is also no good: Black blocks above 7.]

Not only does Black complete a successful invasion, he turns round and attacks White with 17 and 19 — the game looks like being an easy win for Black.

Even though White cuts in the centre with 34, Black takes a grip on a white stone with 35, and heads straight for victory . . . at least that's what should have happened.

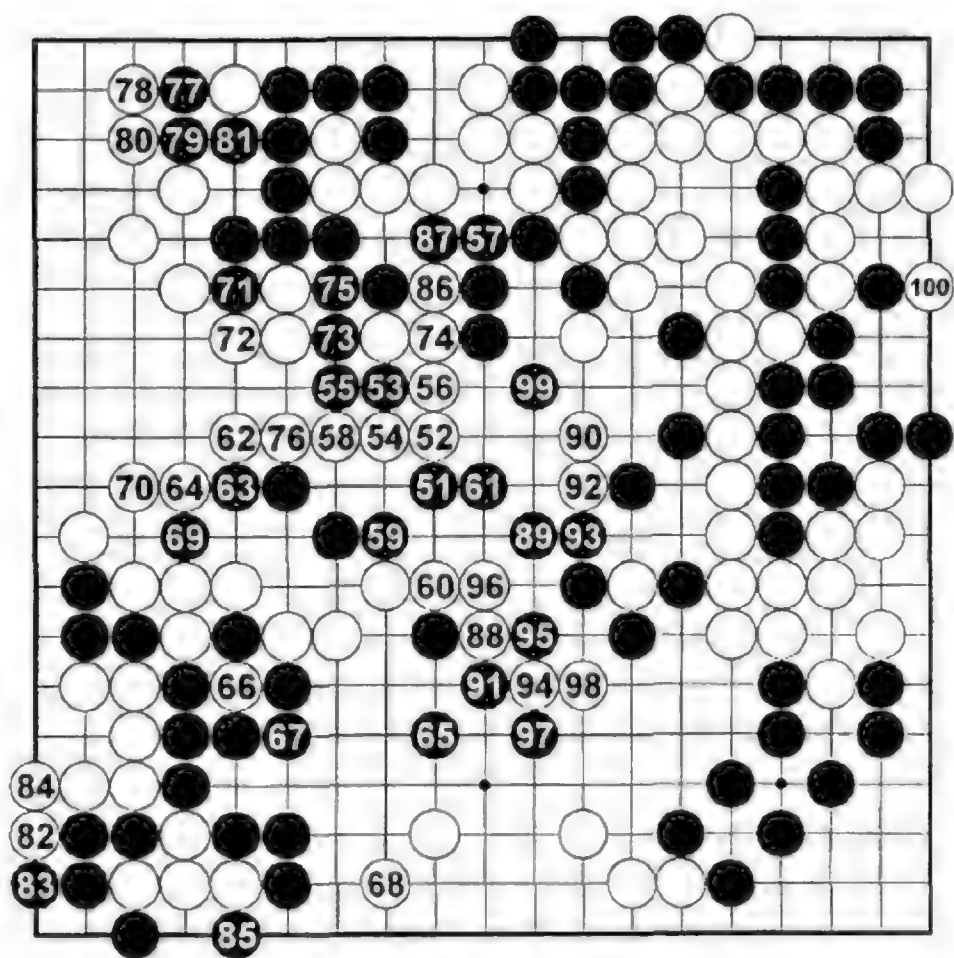


Figure 4 (151-200)

Figure 4 (151-200). Cho falters.

Black starts to falter a little with 53. There would be no problem with simply extending at 61 instead. It just goes to show that even when a game is bad for you, at some stage opportunity knocks. In the next figure, White gets a chance to win.

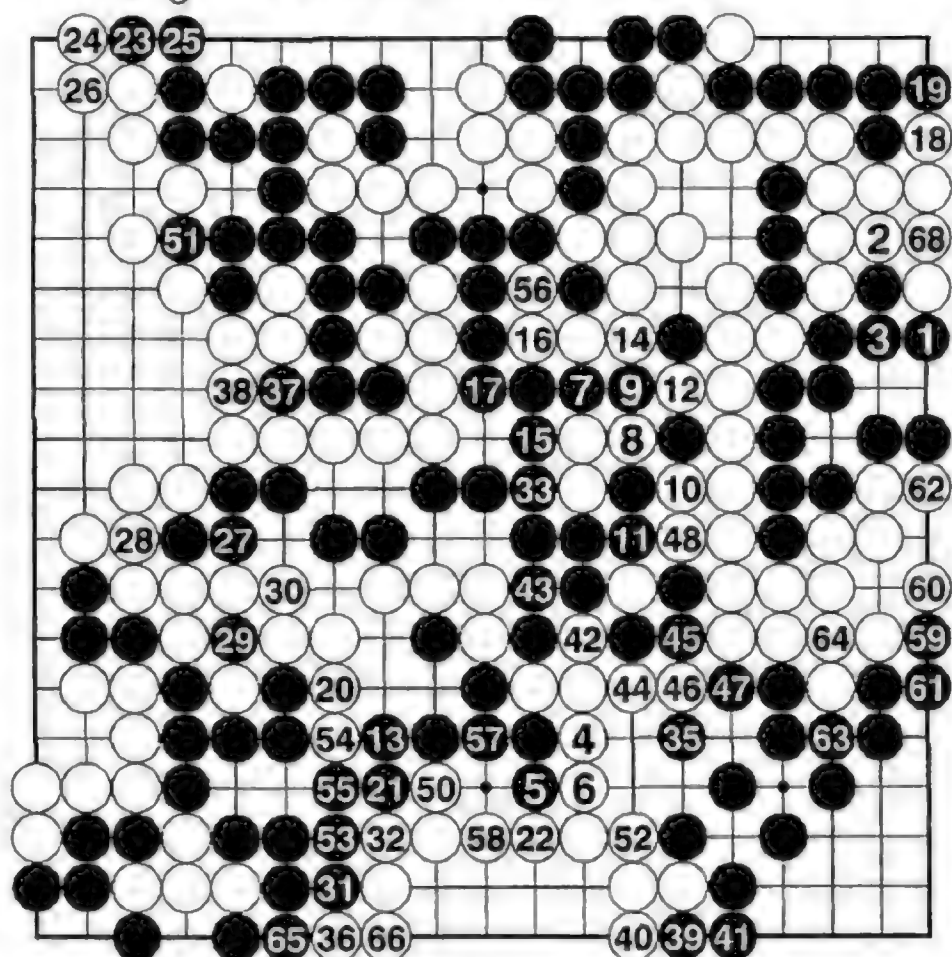
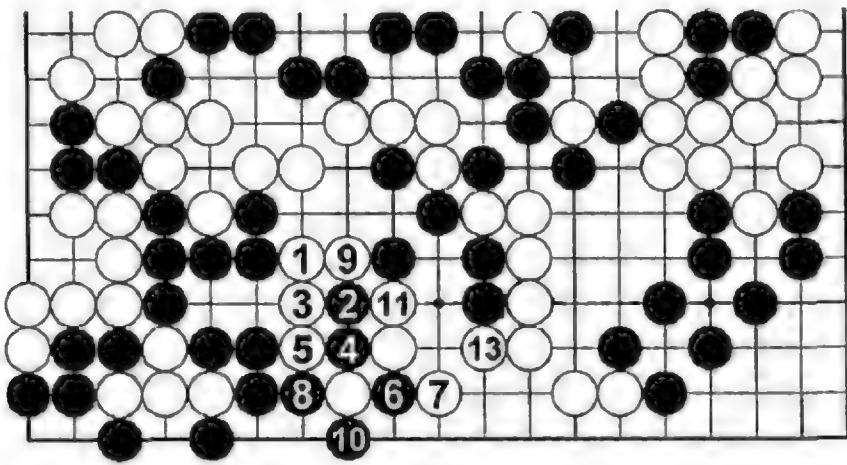


Figure 5 (201-268)

34: connects (above 10); 49: connects (below 11);
67: connects (below 29)

Figure 5 (201-268). Chang misses his only chance.

White 8. This is White's chance to attach



Dia. 4: White's chance
12: connects

at 1 in *Dia. 4*. Black seems to have no choice

but to answer with 2 etc., so up to 13 White captures the centre stones and stages an upset. In this variation, Black can win by only about four points on the board. With the large komi of $6\frac{1}{2}$ points, White is certain of a win. Chang missed his only chance.

[See page 2 of the news section for Kobayashi Koichi's perspective on this game. He was most impressed by Cho's play from 95 in Figure 2.]

Black wins by $2\frac{1}{2}$ points.

(Go Weekly, 31 Dec. 2001/7 Jan. 2002 combined issue. Translated by John Power.)

3rd Nong Shim Cup, Beijing Round

Here are two games, with brief commentaries, from the Beijing Round of this tournament. The results of this round were reported in our previous issue.

This time Japan had its second-worst results in the eight three-way team tournaments held so far. The nadir came in the 5th Jinro Cup, held in 1997, when it failed to win a game. Perhaps one reason why Japan does badly is that it doesn't field its top players — the holders of the top three titles, in particular — presumably because they are too busy. There were no title holders on the team for the 3rd Cup, though Kobayashi Koichi did later win the Gosei title. Even so, the final result would probably not change: the top Korean trio of Yi, Cho and Yu, who always play in the Nong Shim Cup, have long established themselves as the world's top three players.

For the 3rd Cup, the prize money for the winning team was raised to 150 million won (about 15 million yen or \$115,000). All the games in the Beijing Round were shown live on Beijing TV, which testifies to the continuing popularity of go in China.

Game One: Awaji vs. Shao

White: Awaji Shuzo 9-dan (Japan)

Black: Shao Weigang 9-dan (China)

Komi: $6\frac{1}{2}$; time: 1 hour each + 1-minute byo-yomi. Played on 15 October 2001.

Commentary by Awaji Shuzo.

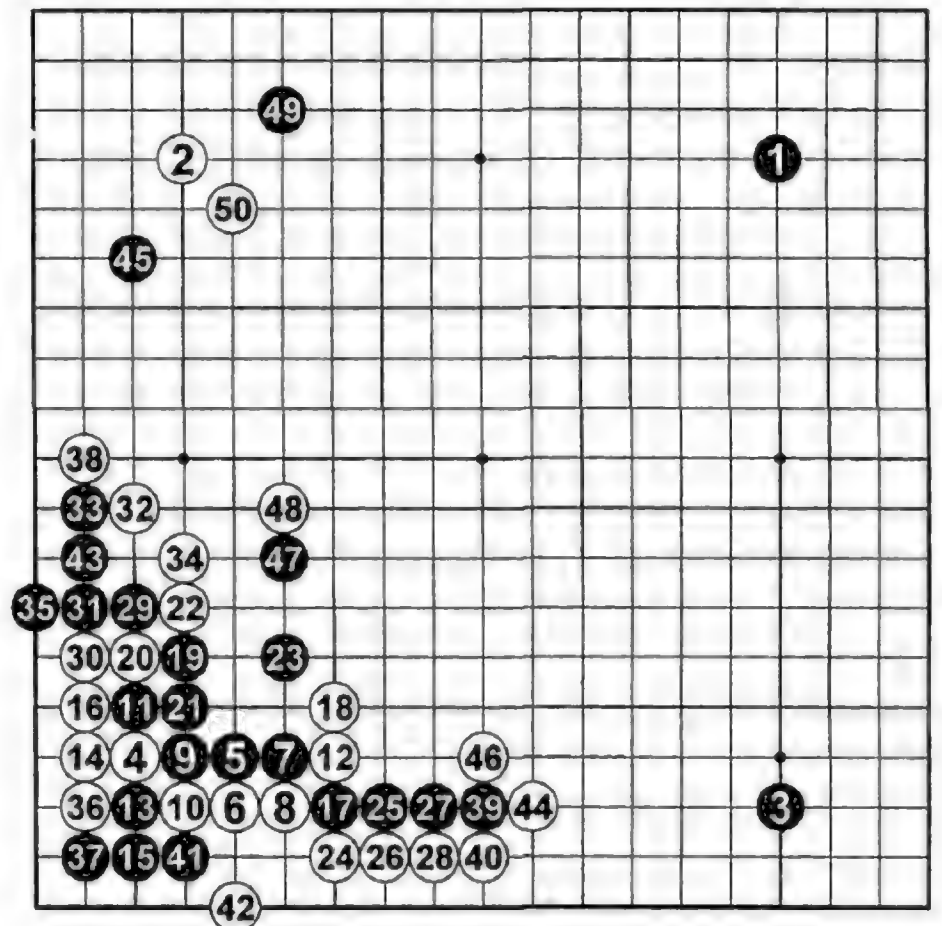


Figure 1 (1-50)

Figure 1 (1-50)

This was the first time I'd played this latest version of the large avalanche joseki.

The result to 44 looks reasonable for both sides.

Figure 2 (51-100)

When White lands a punch with 76 and 78, the game looks promising.

White 96 is a slack move: White's good play in breaking through Black's territory with 84 on goes to waste. Instead of 96, the diagonal connection of 100 is the only move. White has wasted a move.



The game between Shao (left) and Awaji starts. The referee is Chen Zude 9-dan.

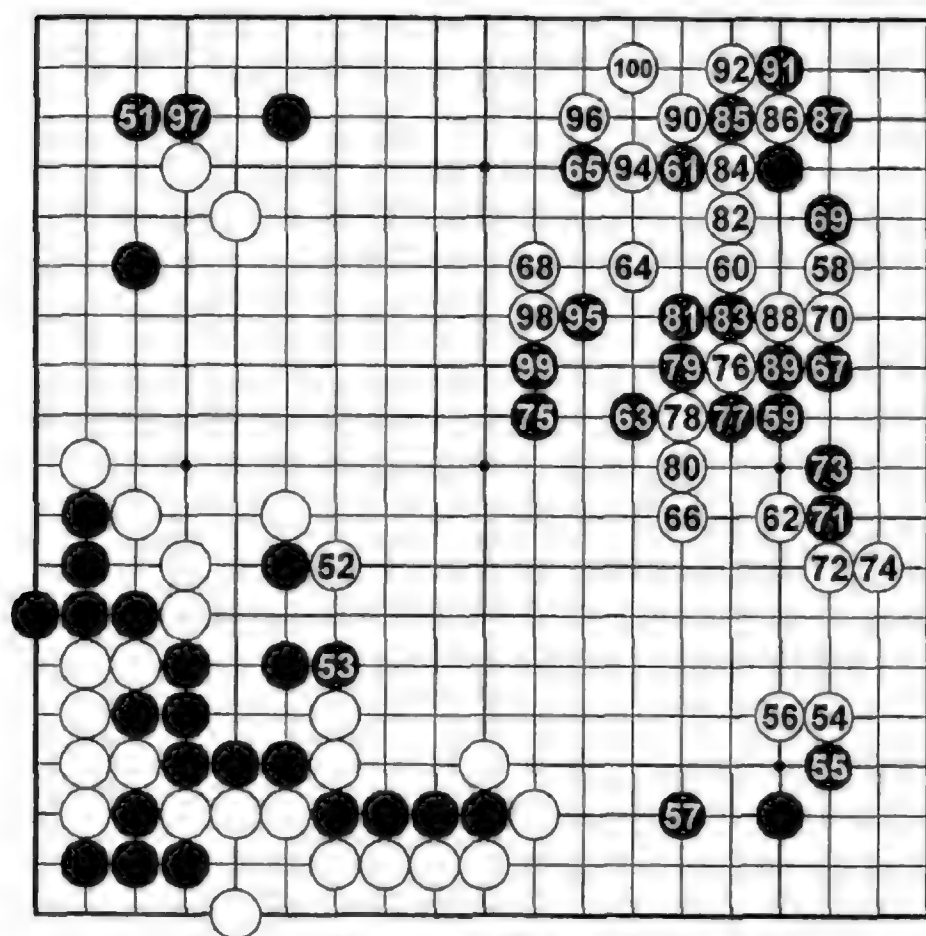


Figure 2 (51-100)
93: connects

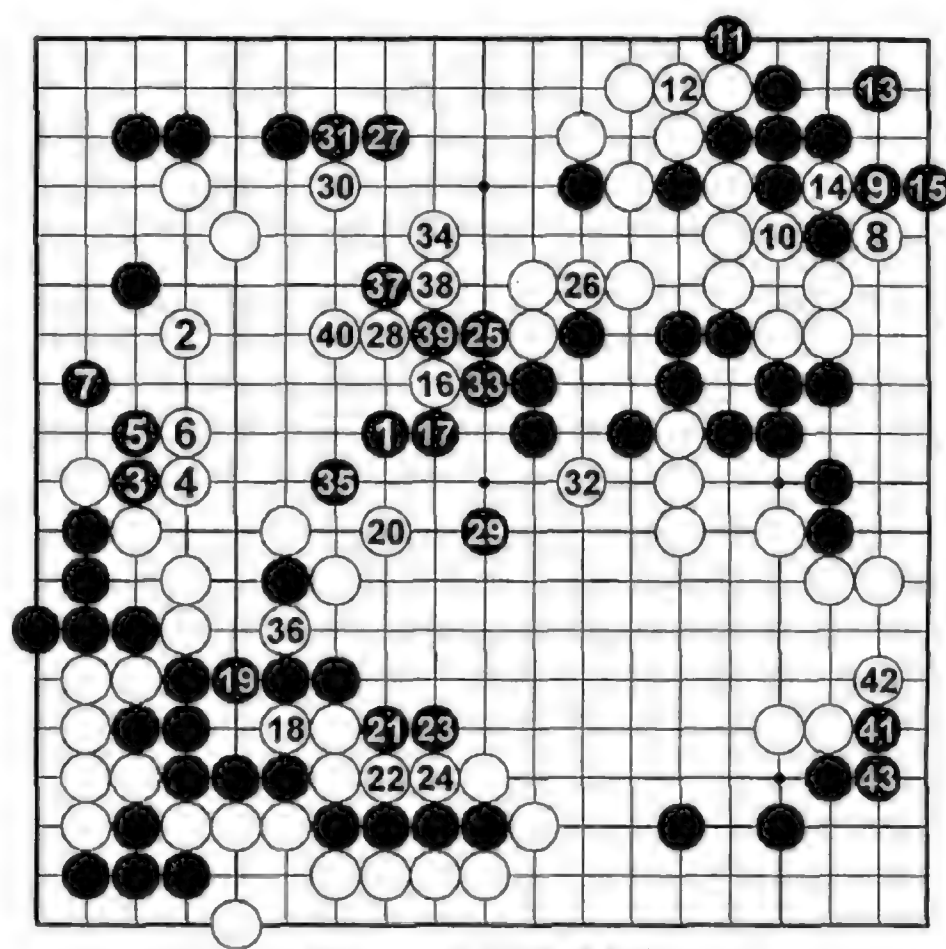


Figure 3 (101-143)

Figure 3 (101-143)

I tried to take profit by harassing Black's large group with 16 and 20, but this didn't amount to much.

When Black gets to play 27 and follows it up with 41 and 43, White falls far behind in territory.

Moves after 143 omitted.

Black wins by $8\frac{1}{2}$ points.

Game Three: Kobayashi vs. Ch'oe

White: Kobayashi Koichi 9-dan (Japan)

Black: Ch'oe Ch'eol-han 3-dan (Korea)

Played on 17 October 2001.

Commentary by Kobayashi Koichi.

The 16-year-old Ch'oe was the early star of the 2nd Cup: he started with three straight wins, for which he reportedly

received a bonus of one million yen.

An unusual feature of this tournament is that the teams can field their players in any order and don't have to inform the organizers of their choice until three hours before the game. This leads to a certain amount of tactical manoeuvring. After Ch'oe defeated Shao, the Japanese decided to field their ace, Kobayashi Koichi, who has had an outstanding record in international go (though more against Chinese players than Korean).

The Japanese were hoping for a good run from Kobayashi, but . . .

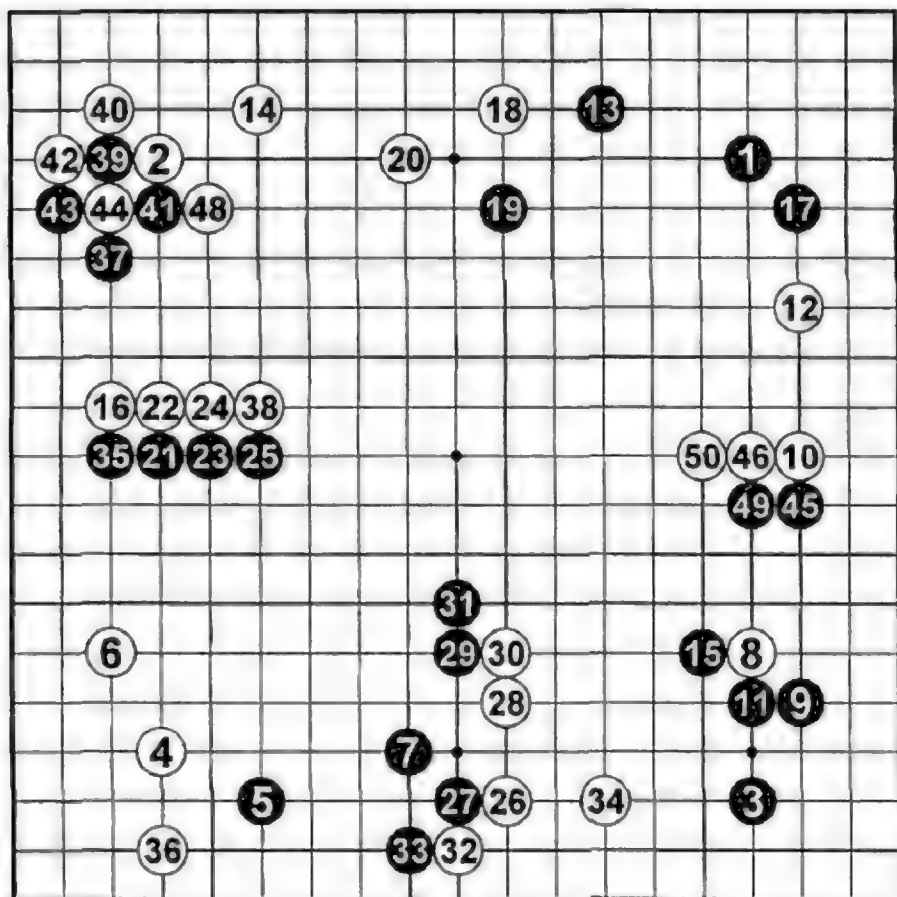


Figure 1 (1-50) 47: ko

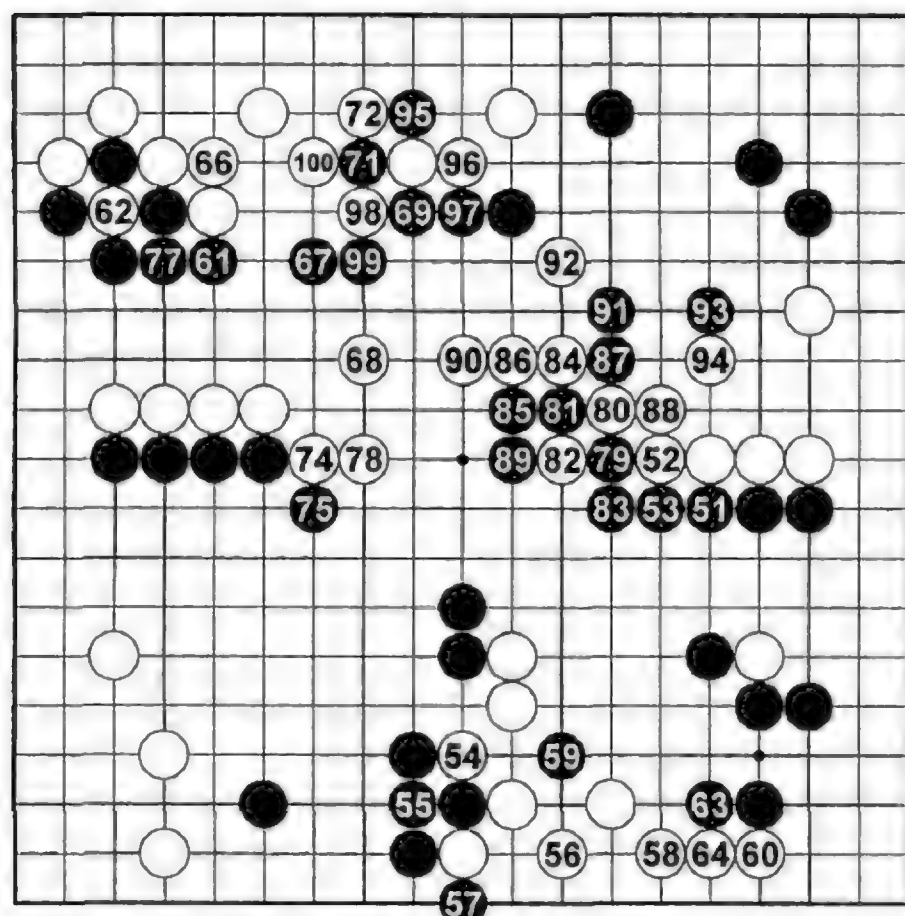


Figure 2 (51-100)
ko: 65, 70, 73, 76

Figure 1 (1-50)

White 38 is aggressive. Black 39 starts a difficult fight.

Figure 2 (51-100)

I was grateful for the two-step hane of 79 and 81.

White takes the lead with the ponnuki of 98 and 100.

Figure 3 (101-150)

White 50. If I'd delivered the coup de grace with A, Black would have resigned. My strategy of playing cautiously backfired.

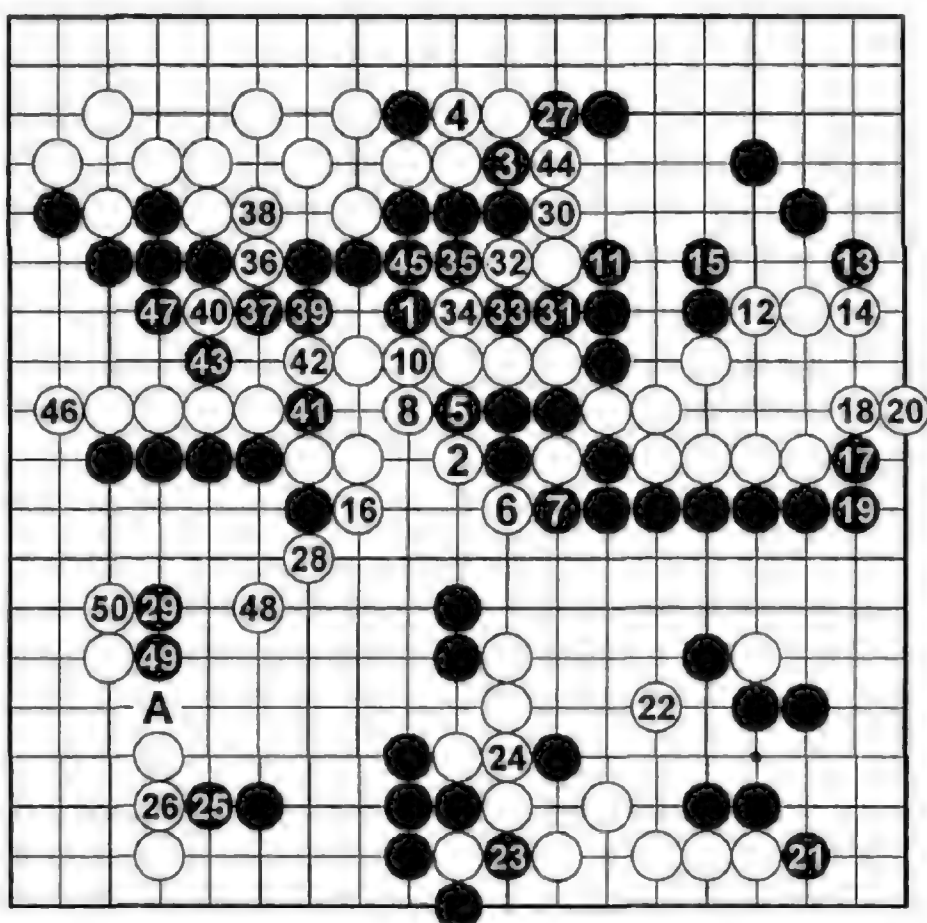


Figure 3 (101-150)
9: connects

Figure 4 (151-200)

Figure 5 (201-255)

White 28 is the losing move. If instead I'd attached at White 31, creating an extra ko threat, I would have won the final ko and taken the game by half a point.

Black wins by ½ point.

(Go Weekly, 5 November 2001. Translated by John Power.)

Ch'oe lost his next game, so he didn't match his record last year, but still he did a good job for his team in disposing of the player expected to be the most dangerous opponent on the Japanese team. His nickname in Korea is 'the fourth Yi Ch'ang-ho'; we should see a lot more of him in international go.



The start of the game between Ch'oe (let) and Kobayashi. Watching is Hua Yigang 8-dan, the referee.

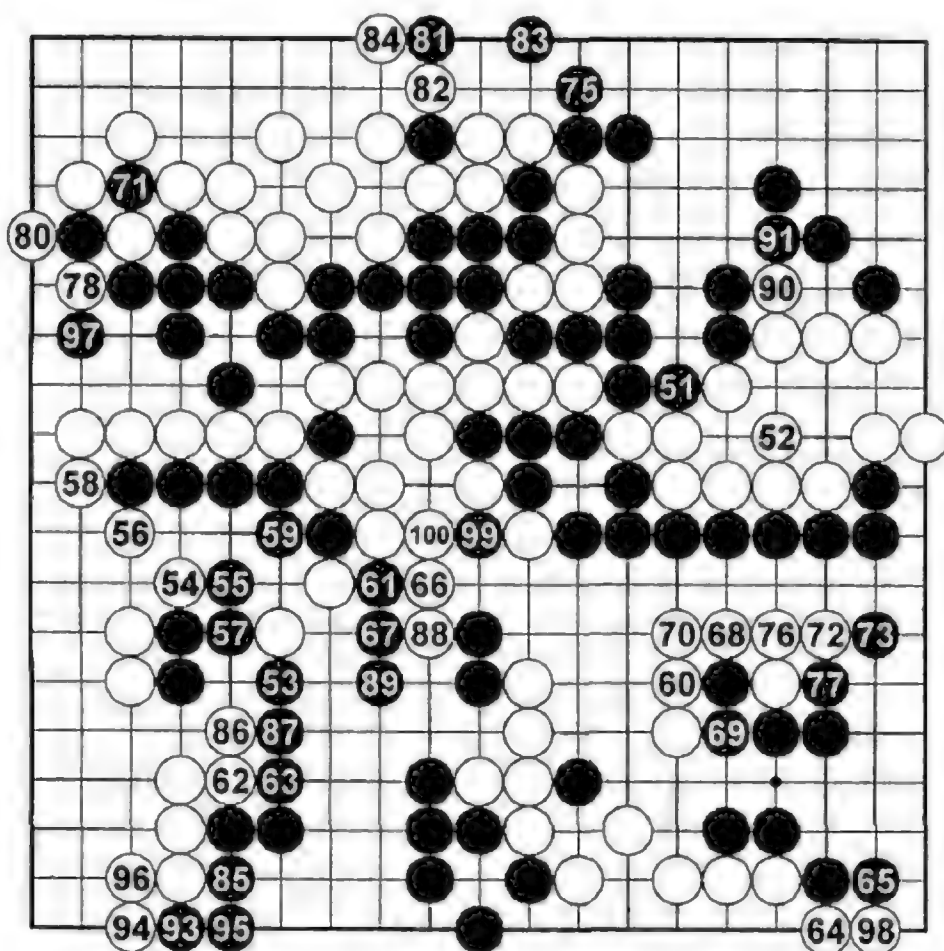


Figure 4 (151-200)

74: ko; 79: ko; 92: captures two stones (below 71)

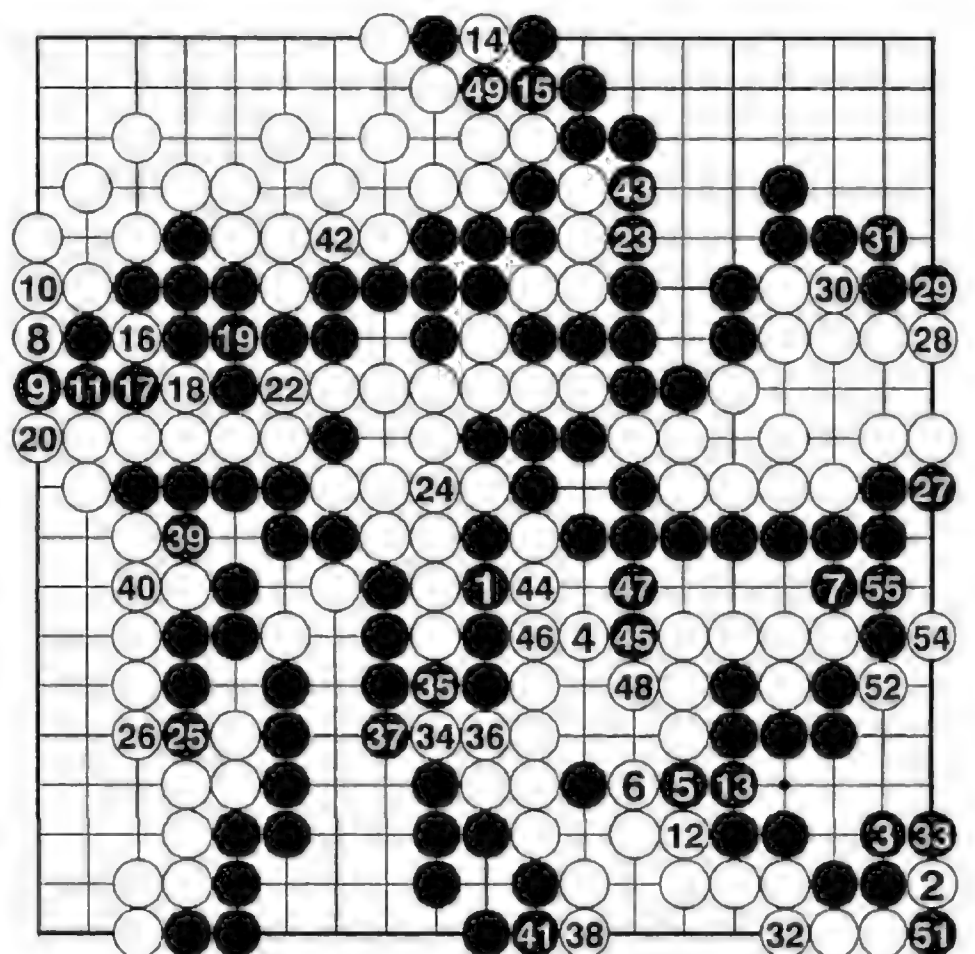


Figure 5 (201-255)

21: connects (at 16); 50: connects (left of 14);
53: connects (at 2)

International Youth Tournament

From 17 to 20 December 2001 an international team tournament was held in Beijing for teams of young professionals from China, Japan, and Korea. Unofficial go

exchange between Japanese and Korean players had been organized by Heo Chang-heui 8-dan's go school in Korea and Kikuchi Yasuro's Ryokuseikai in Japan for a number

of years; for the first time it was expanded to include China, which hosted the games and also fielded two teams.

Teams were made up of eight players. In the case of Korea and China, the players were mainly teenagers: the average age of both the Korean and China A teams was 18; the China B team was even lower, at 16. There was a bit of a jump to the Japanese team, whose average age was 22.

The final order was:

China A: 18-6

Korea: 15-9

Japan: 9-15

China B: 6-18.

We would like to present two games from this tournament.

Yamada vs. Ch'oe

This is an instructive game, full of sharp fighting and sparkling tesujis. The 22-year-old Yamada was a member of last year's Kisei league, though he lost his place with a 1-4 score. Ch'oe has already been introduced in the preceding article.

White: Yamada Takuji 6-dan (Japan)

Black: Ch'oe Ch'eol-han 3-dan (Korea)

Played on 20 December 2001.

Commentary by Yamada 6-dan.

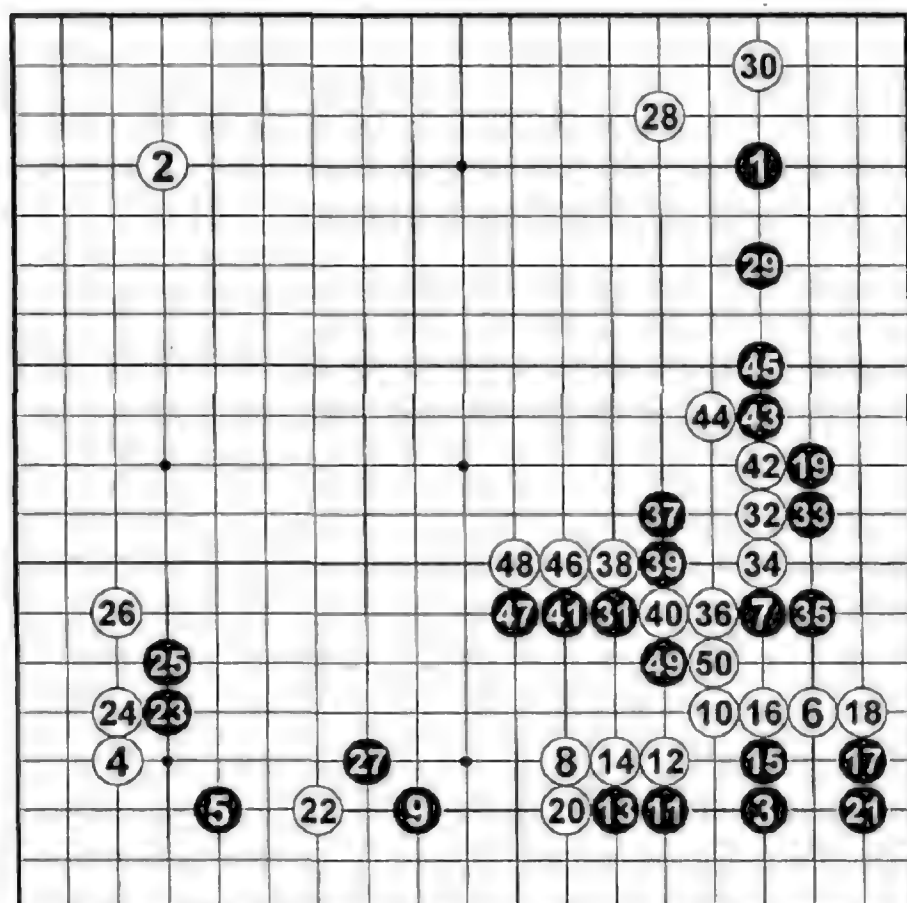
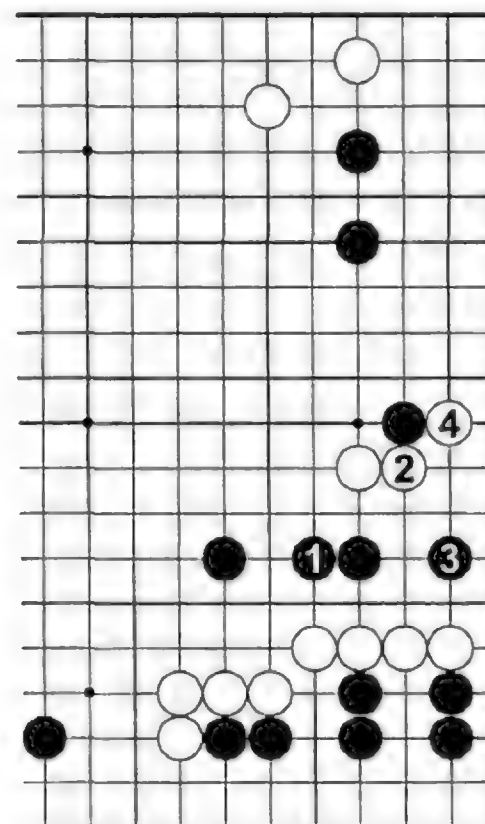


Figure 1 (1-50)



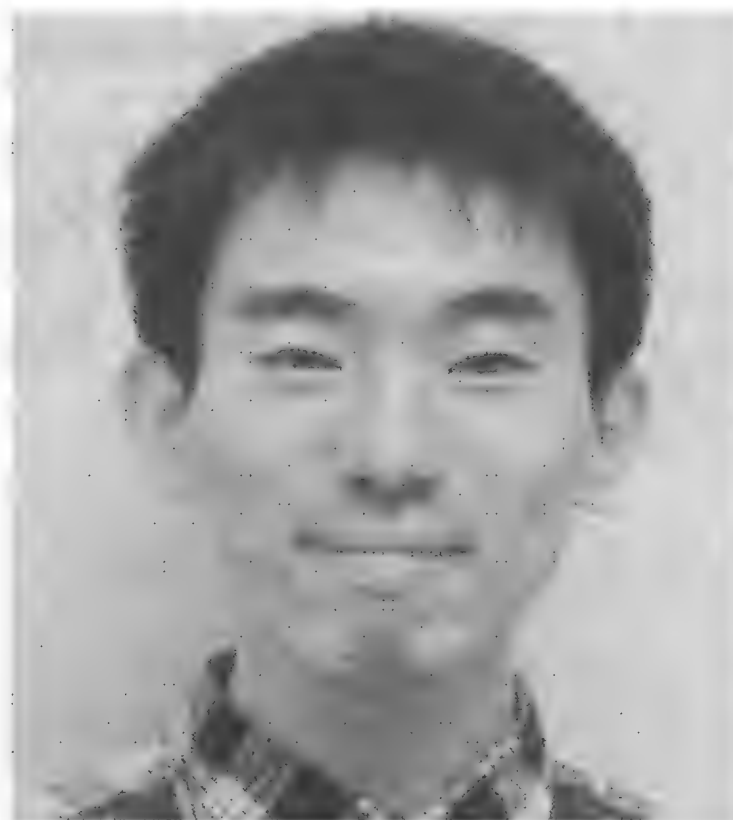
Dia. 1: White is confident

Figure 1 (1-50)

The result to 19 is not bad for White. Perhaps that means that Black should have tried playing 9 at 16.

White 32 is the sharpest answer to Black 31. In turn, the strongest counter to 32 is Black 1 in *Dia. 1*, which Yamada planned to answer with 2 and 4. He was confident he could look after the eight white stones below.

Black has to play the knight's move of 37 to make a fight of it, but White 38 is another strong move. The continuation to 48 is pretty well forced.



Yamada Takuji 6-dan

Born on 6 August 1979. Disciple of Ando Takeo 7-dan. Became shodan in 1995, reached 6-dan in 2000. Played in one of the 26th Kisei leagues.

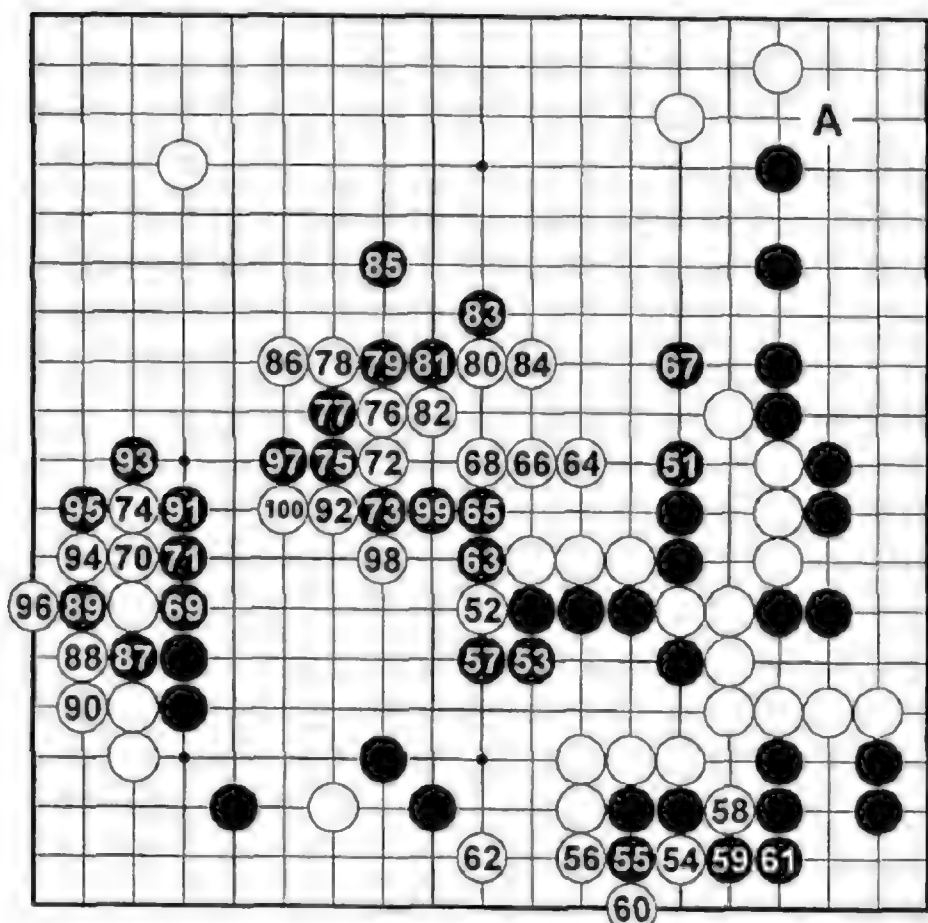
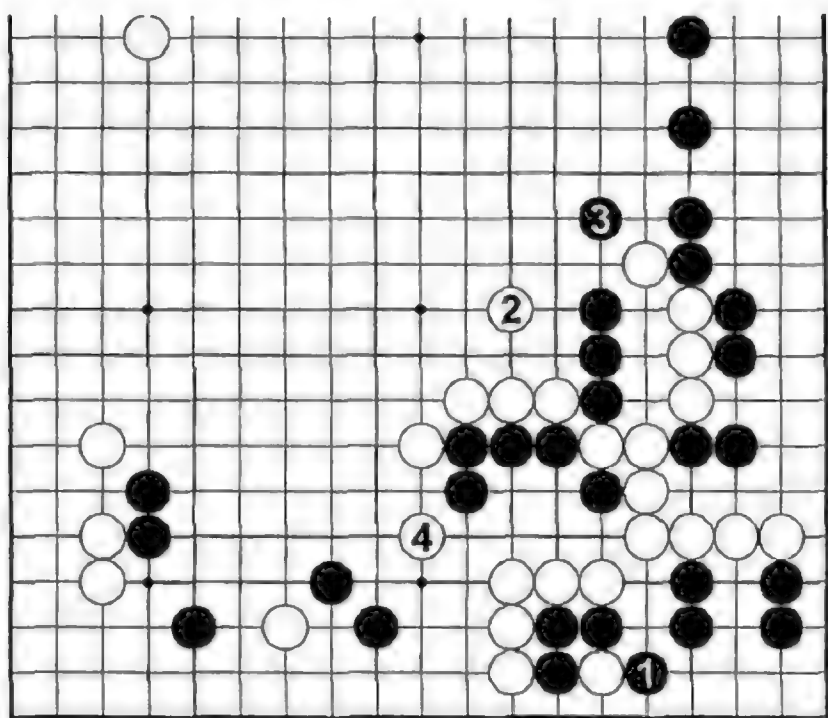


Figure 2 (51-100)



Dia. 2: a geta

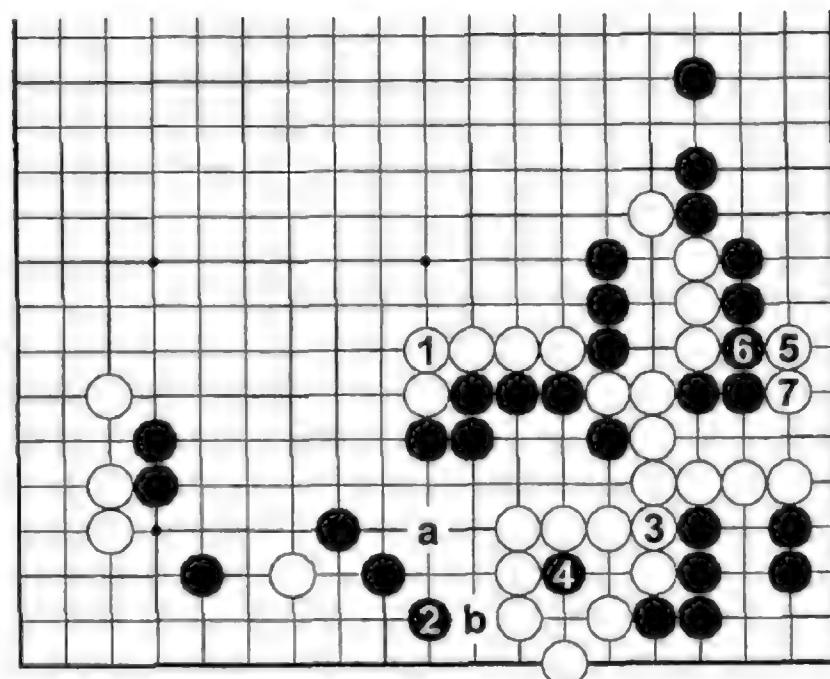
Figure 2 (51-100)

White 54 is a textbook tesuji. If Black omits 55, White extends at 59, killing the corner. Sacrificing three stones with 55 is a desperation measure.

Black 57. Usually, of course, Black would capture with 1 in *Dia. 2*, but then White will set up a geta with 2 and 4.

White captures in sente with 58 and 60, so he should be on track for a win, but he slips up with his next move. Yamada: 'I was too happy.'

White 62 is unnecessary: White should connect at 1 in *Dia. 3*. Even if Black attacks his eye shape with 2 and 4, White can make an extra eye with 5 and 7. Alternatively, he could play the sente move of 'a', which sets



Dia. 3: better for White

up 'b' next.

Cutting at 63 gives Black fresh hope, though White is still ahead. Yamada: 'I didn't know what was best for White's next move. Playing at A, which Mr. Kikuchi pointed out to me later, would have been a good move.'

The players reviewed the subsequent play after the game, but didn't find a winning variation for Black, though Ch'oe unleashed one do-or-die move after another. Yamada had lost a previous game to Ch'oe, so here he got his revenge.

[Unfortunately, our commentary terminates at this point, but there is a lot more interesting fighting in this game. The way both players make shape after Black cuts at 79 is instructive.

Black 91. Black of course realizes that he has no answer to White's cut at 92, but he is desperately trying to complicate the game.]



Ch'oe Ch'eol-han

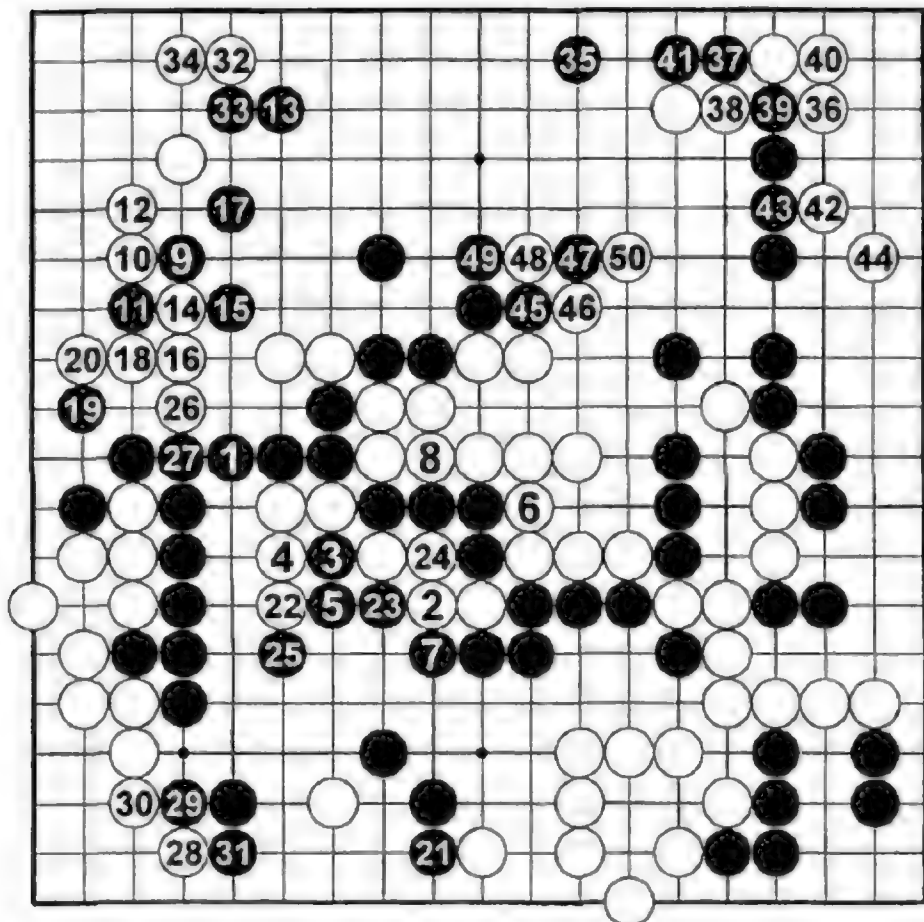


Figure 3 (101-150)

Figure 3 (101-150)

[Black 35. Black plays low to set up the *tsukekoshi* (cutting across the knight's move) tesuji of 37. White decides on a swap, taking the corner with 36 on, since he can reduce the top from the centre with 46 and 50.]

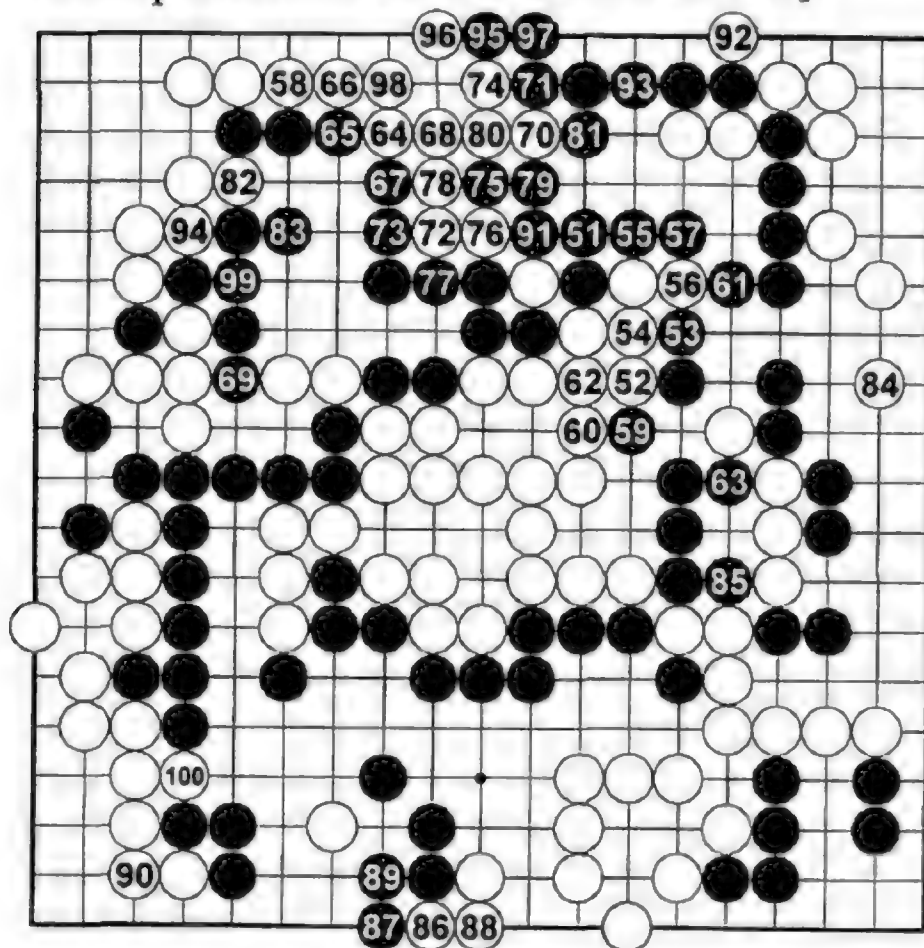


Figure 4 (151-200)

Figure 4 (151-200)

Figure 5 (201-232)

Black resigns after White 232.

Incidentally, Yamada was the only Japanese player to win all three games.

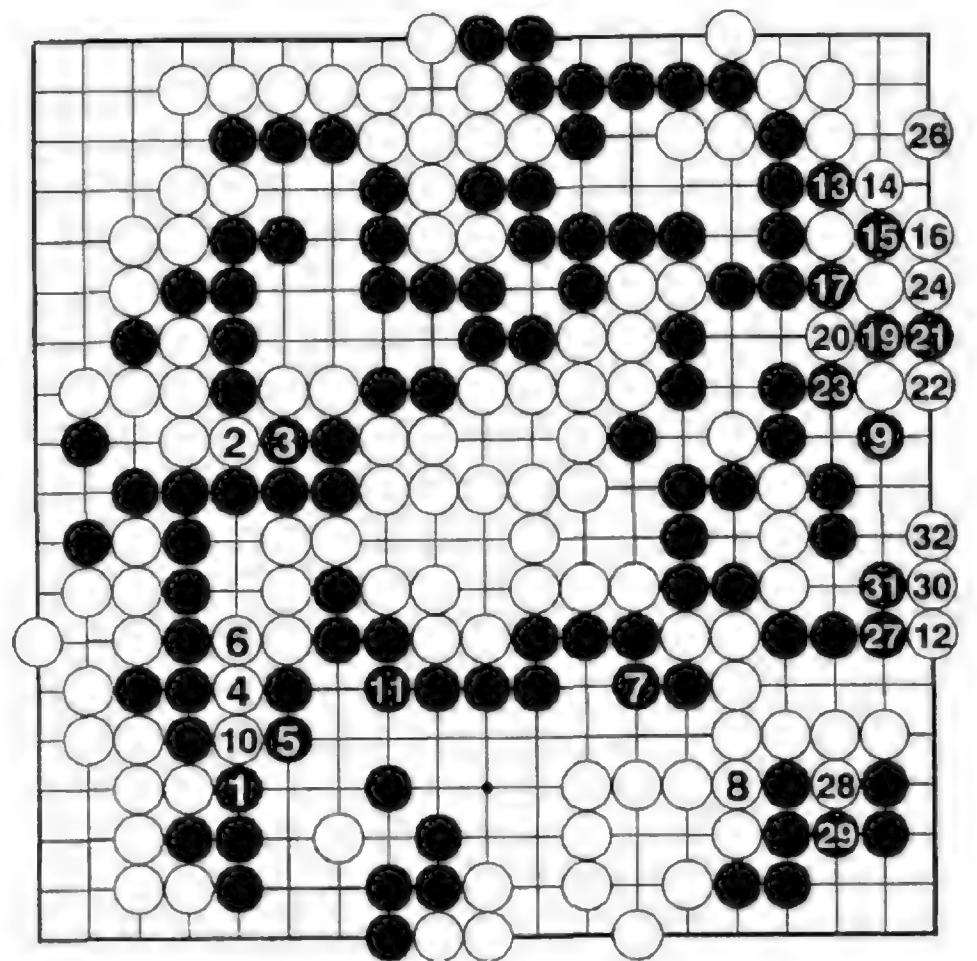


Figure 5 (201-232)

18: connects (at 15); 25: throws in (at 19)

Mizokami vs. Kong Jie

Like Yamada, the 24-year-old Mizokami was a member of one of last year's Kisei leagues. He did a little better than Yamada, scoring 2-3, but did worse on this tour, winning only one game.

His opponent, Kong Jie, is one of the strongest teenagers in the world (he turned 19 on 25 November). He made a brilliant international debut in the 2nd Chunlan Cup in 2000 when he beat Cho Sonjin of Japan and Cho Hun-hyeon of Korea; he then defeated Yoda Norimoto of Japan in the play-off for 3rd place.

White: Kong Jie 6-dan (China A)

Black: Mizokami Tomochika 7-dan (Japan)

Played on 17 December 2001.

Commentary from a game review by Mizokami, Yamada Takuji and O Rissei.

Figure 1 (1-33)

Black is satisfied with his opening: he takes sente up to 18.

White 22. Invading at A would be usual.

Black 25. Kikuchi Yasuro was quoted as having commented that Black 1 and 3 in *Dia.* 1 would have been better. Mizokami agreed; Yamada commented that 5 was a good territorial move.

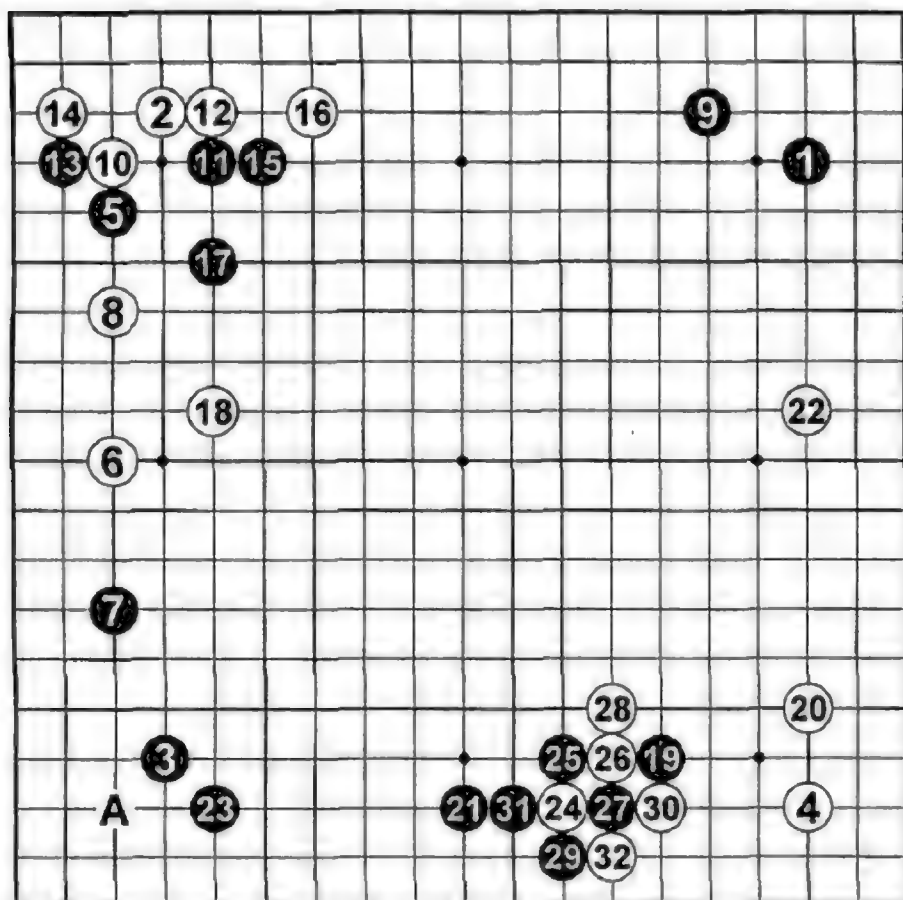
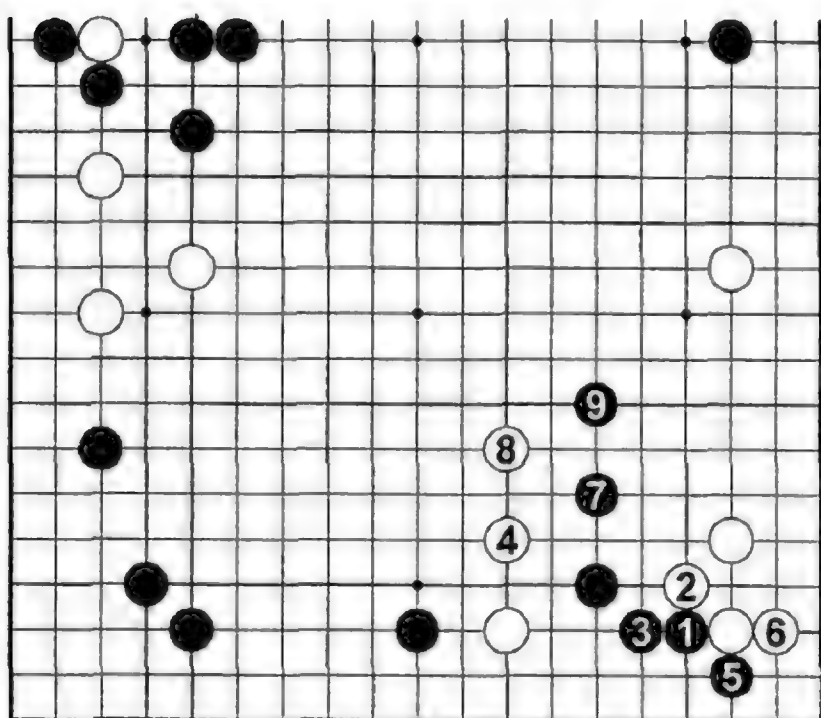
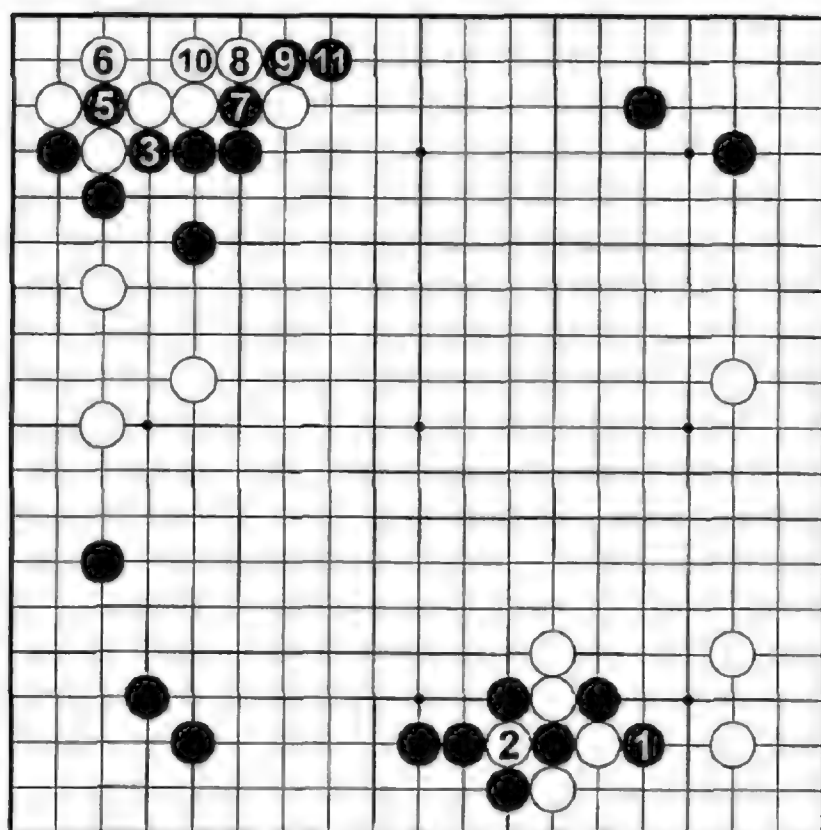


Figure 1 (1-33)
33: connects



Dia. 1: better for Black



Dia. 2: reasonable for Black
4: connects

Black 33 is submissive; this is the start of a tough game for Black. O Rissei: 'Connecting is out of the question.' Challenging White to a ko with 1 in *Dia.* 2 is the only move. Black has a good ko threat at 3; if White connects the ko, one possible continuation is Black 5 to 11. Black can handle this fight.

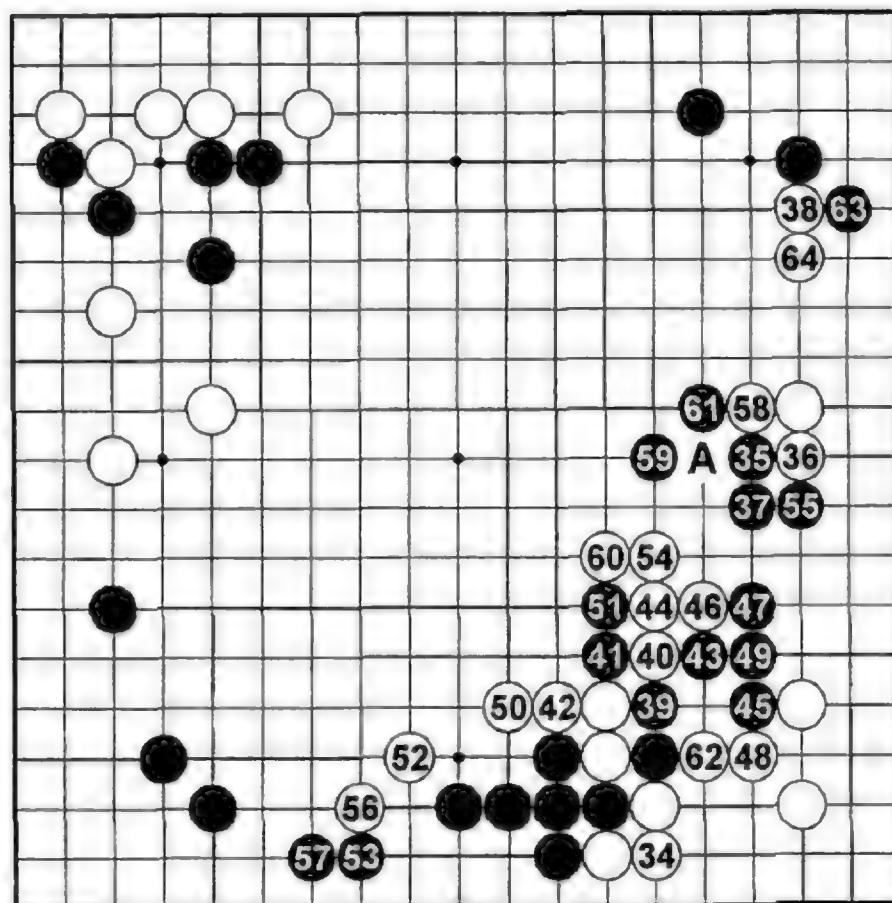
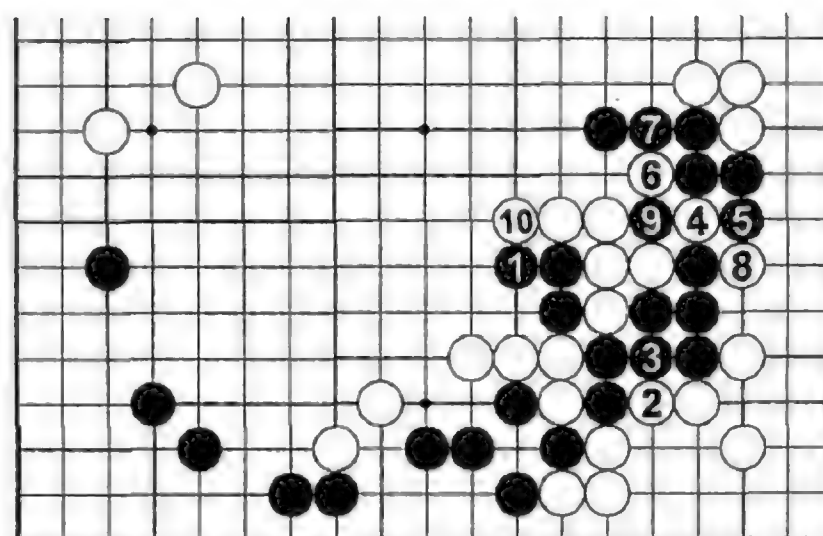


Figure 2 (34-64)



Dia. 3: disaster

Figure 2 (34-64)

Kikuchi: 'Black gets awful shape up to 49.'

Black 59. In this case, Black A is correct shape. When Black plays 59, he can't omit 61 after White 60, but his pivotal stones are captured because of 62. That is to say, instead of Black 61 —

Dia. 3. If Black pulls out his stones with 1, White forces with 2, then plays at 4; Black can't give way with 5 at 8, so he has to resist with 5, but that lets White get a ko with 6

and 8. White 10 is then a perfect ko threat.

After 64, the game is a close contest on the board.

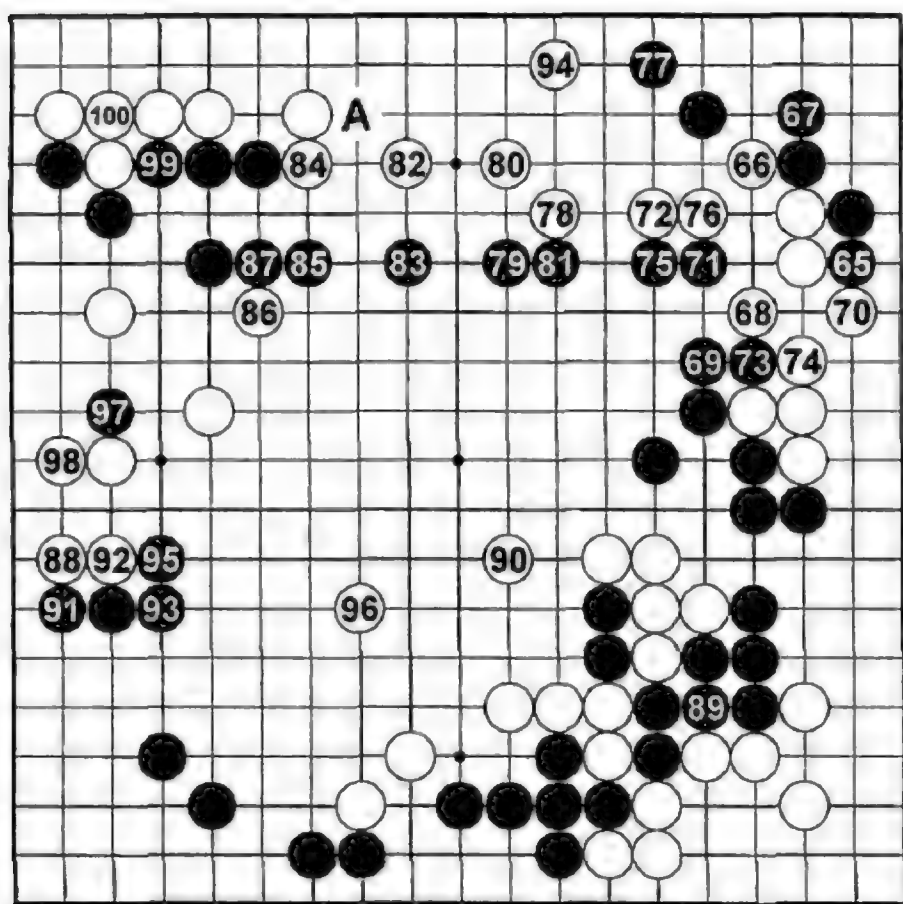
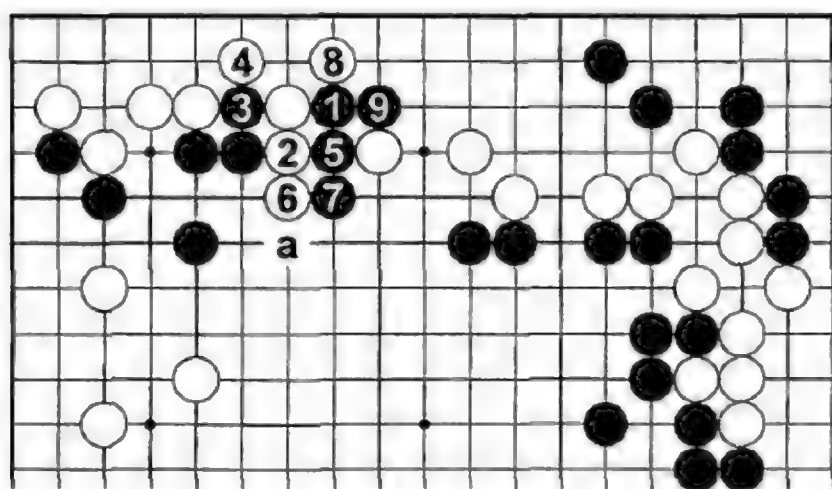


Figure 3 (65-100)



Dia. 4: Black's chance

Figure 3 (65-100)

After this, Kong Jie tries to play simply to keep his lead safe, but this leads to slack play.

White 68. O: 'Isn't jumping to 71 correct shape?' Black makes good shape in the centre up to 81 and closes the gap.

White 82 is too tight: White should make a solid extension at A instead.

Black 83 is the losing move. This is his chance to attach at 1 in *Dia. 4*. Black counters White 2 with 3, after which 5 works well. After 9, Black threatens to block at 'a'. This will be a fierce, unpredictable fight.

When White pushes down at 84, it's obvious that the game is unfavourable for Black.

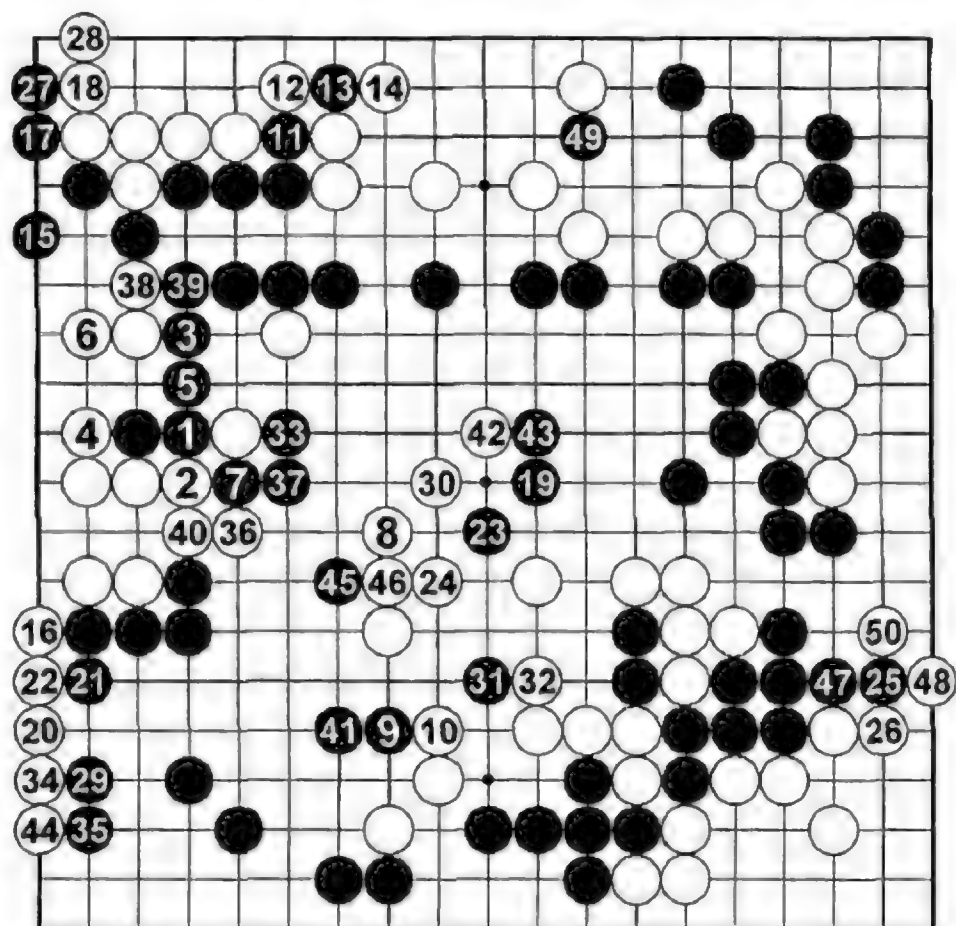


Figure 4 (101-150)

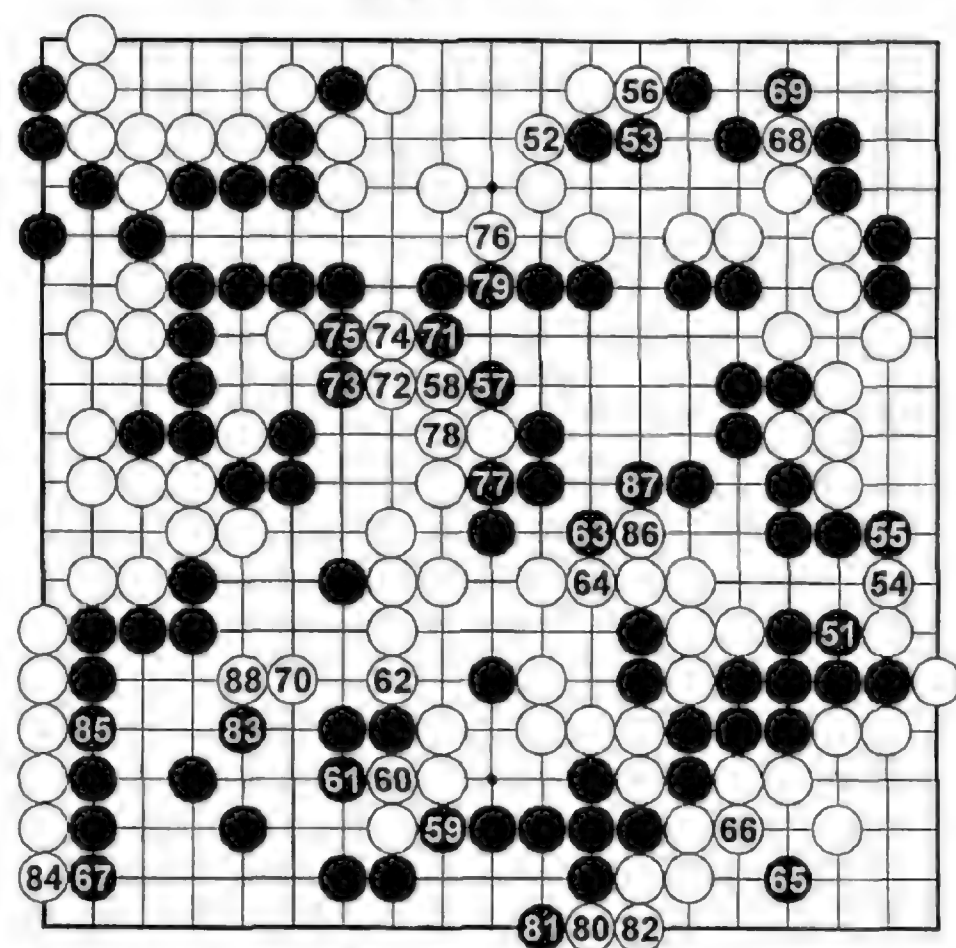


Figure 5 (151-188)

Figure 4, Figure 5

Black resigns after White 188.

(Go Weekly, 21 Jan. 2002. Translated by J. Power.)

Kikuchi Yasuro is doing his best to raise the level of young players in Japan. He made another visit to China, to Hangzhou this time, from 21 to 26 January, leading a group of six professionals and ten inseis. They also lost more than they won, but Kikuchi believes that this kind of international exchange is the only way to catch up with the new generation of Chinese and Korean players.

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The 26th Meijin Title Match

Yoda Norimoto vs. Rin Kaiho

Game Four

White: Yoda Norimoto Meijin

Black: Rin Kaiho 9-dan

Time: 8 hours each; komi 5½ points

Played on October 10 and 11, 2001.

Commentary by Ishida Yoshio 9-dan.

With four games left, Rin was down one game while Yoda had won two. For that reason, this was an important game, especially for Rin.

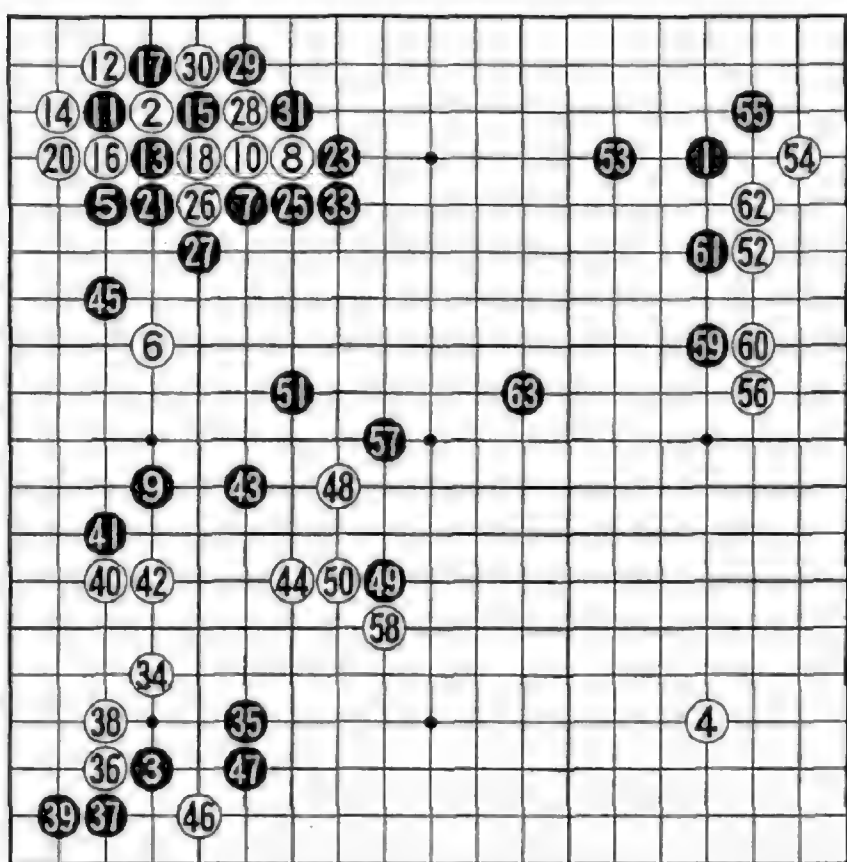


Figure 1 (1-63)

19: ko at 11; 22: ko at 2; 24: at 11; 32: at 15

Figure 1 (1-63). A new pattern

In answer to Black 7, White played a large knight's move with 8. This is a joseki, though not one often played; Yoda is trying to force the game along the lines he wants from the very beginning.

Black doesn't answer directly, but plays a pincer at 9. I have never seen this move before; it triggers a new pattern.

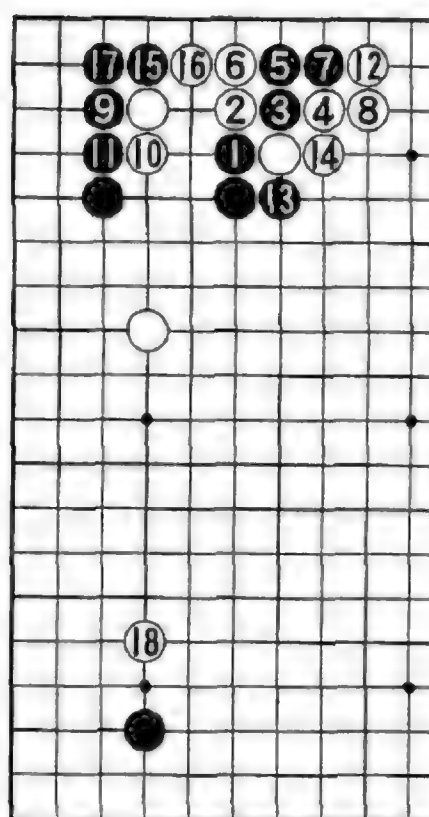
Black 1 and 3 in *Dia. 1* are also a joseki, but Black ends in gote when he connects at 17. White now gets to play at the bottom with the approach move of 18. This is exactly how White would like the game to continue.

After Black 9 in the game, White draws back to 10, and he is not unhappy with this result.

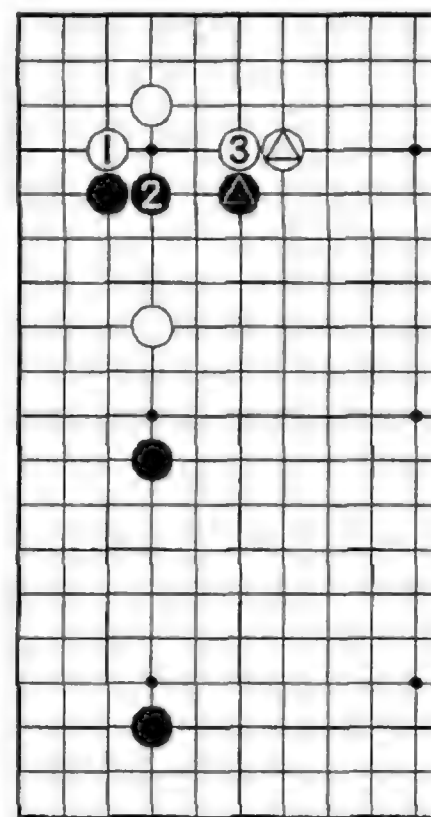
Instead of 10, White might also consider the diagonal attachment of 1 in *Dia. 2*. Standing at 2 does

not give Black a good result. White draws back to 3 and the exchange of the marked stones becomes good for White. That is to say, if White had originally played at 3, Black would not attach with the marked stone because that would provoke White to extend with the marked stone, helping him to take territory at the top.

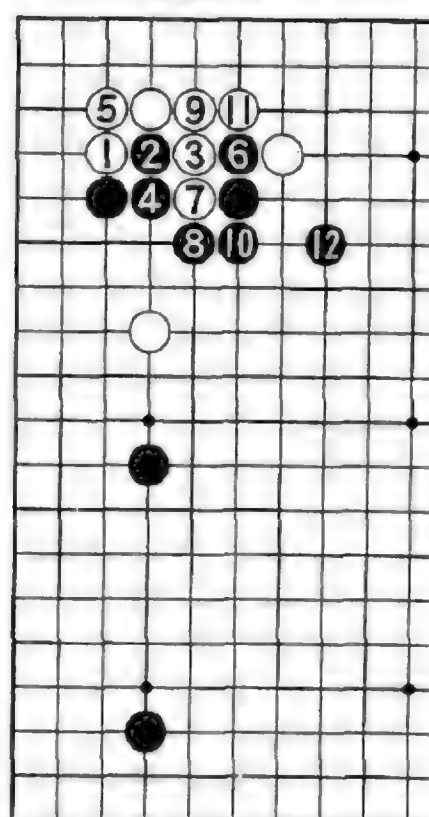
Against White 1 in *Dia. 3*, Black should resist with 2. The sequence to Black 12 is one possibility.



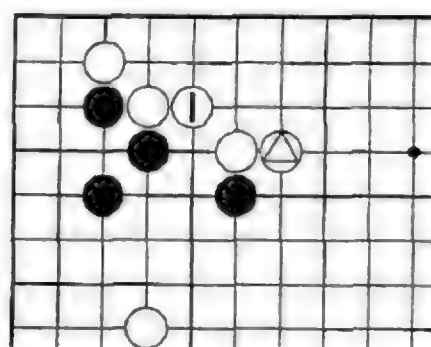
Dia. 1



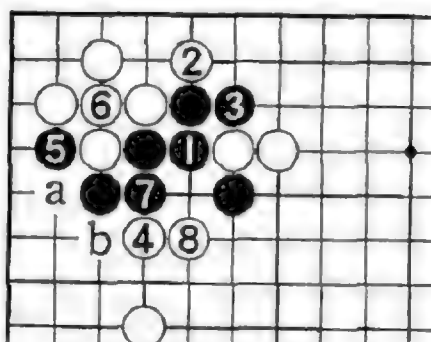
Dia. 2



Dia. 3



Dia. 4

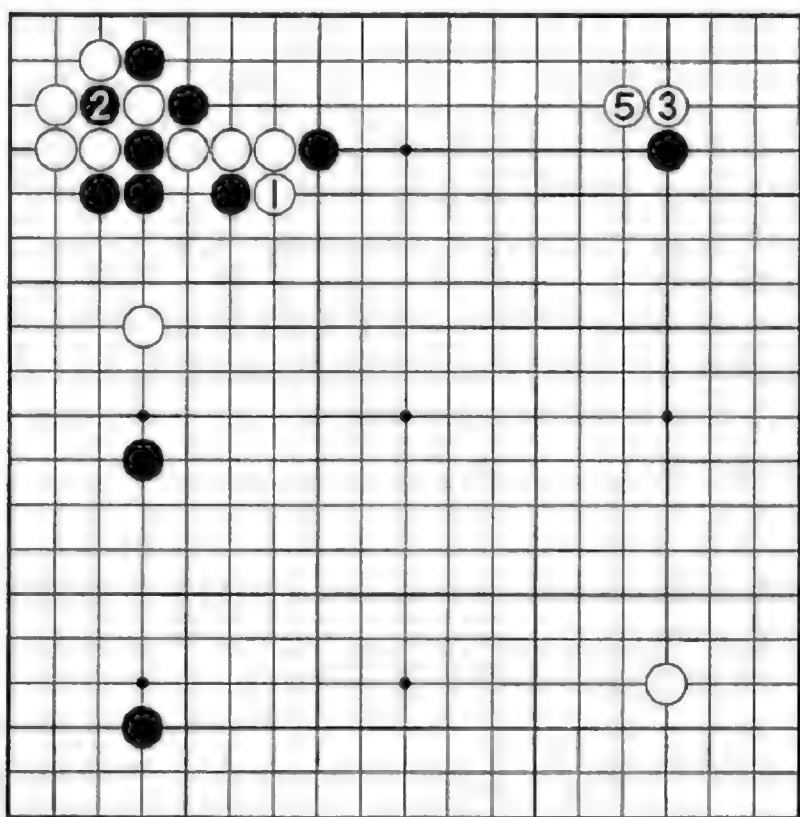


Dia. 5

In the game, Black played 11 and 13. White 14 was a vigorous response. Drawing back with White 1 in *Dia. 4* is not good. This time, in contrast to *Dia. 2*, the marked white stone becomes a submissive move.

Instead of 17, if Black connects with 1 in *Dia. 5*, the skirmish to White 8 can be expected. If White plays 2 at 'a', Black will extend to 'b'.

The cut of White 18 is a violent move. Connecting at White 11 would have been more peaceful, but Black would have connected at 18 (see *Dia. 5*). Naturally, a ko fight results. Connecting at 21 can't be helped, and White takes the ko with 22. The attachment of 23 is a ko threat that feels good. White decides to patiently resolve the ko by connecting with 24. What would happen if White continued to fight the ko?

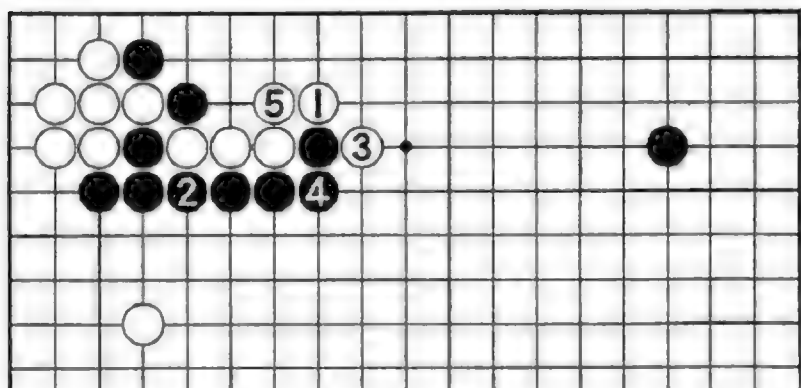


Dia. 6

4: connects (right of 2)

For example, if White moves into the center with 1 *Dia. 6*, Black would take the ko. There is a proverb that says, 'There is no ko in the opening stage of a game.' This is because there are no ko threats. White might attach at 3, but Black would connect with 4 and resolve the ko. How the fighting will turn out after White 5 is unclear.

Blocking at 25 works perfectly with the rest of Black's stones. White's move at 26 was problematic: White should have played as in *Dia. 7*.

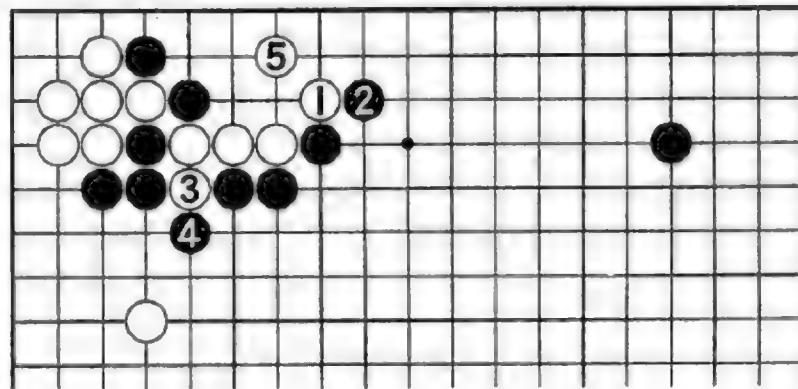


Dia. 7

The hane of White 1 in *Dia. 7* was the only move. Black makes a solid plank of stones with 2. After White 5, it's an even game.

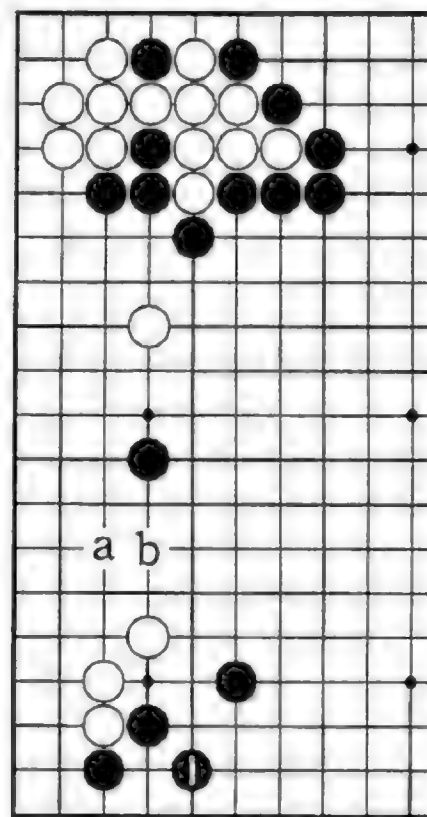
Against White 1 in *Dia. 8*, Black 2 is unreasonable. After White 5, Black's position, with all its cutting points, is in disarray.

With the connection of 33, Black has a good position. Yoda later confided to a reporter that his own position in the upper left turn out badly.



Dia. 8

The action now switched to the lower left corner. After White 36 and 38, Black 39 was a nice attacking move. Rin was playing all-out. If Black played 1 in *Dia. 9*, White could respond with 'a' or 'b'; he could even play in another part of the board.



Dia. 9

White extends to 40, but Black attaches with 41 and chases White into the center with 43. Black then secures his territory with 45. After the game, Yoda said that he should have played 40 at 42.

White 46 was intended as a probe, but it became a wasted move, gaining nothing. Black 47 was the correct response.

Against White 48, Black 49 was a nice move, which worked well with Black's attack at 57.

The sequence from White 52 to 56 was a bit gentle. Next, White peacefully responded to Black 59 and 61 with 60 and 62. This gave Black the chance to map out territory in the center with 63, an impressive move! It is impossible to play this way without confidence in your fighting strength.

Figure 2 (64–102). White's dubious move

After cutting and capturing at the top with 64 and 66, White switches back to the bottom with 68. These moves are all sente. White now switches to the lower right and secures the corner there with 70.

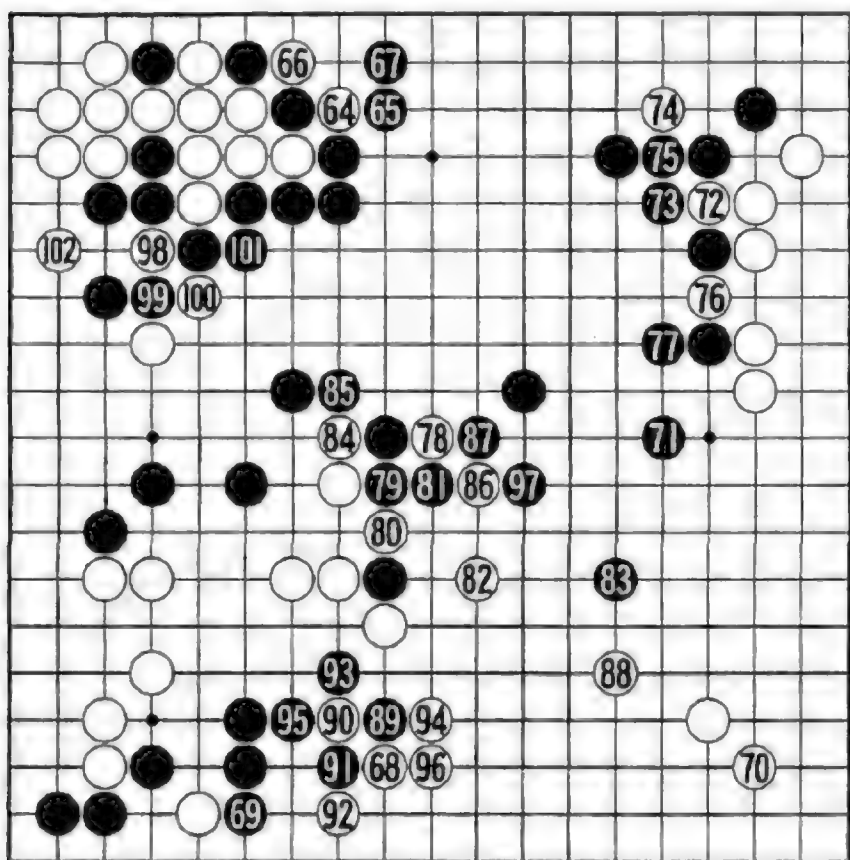
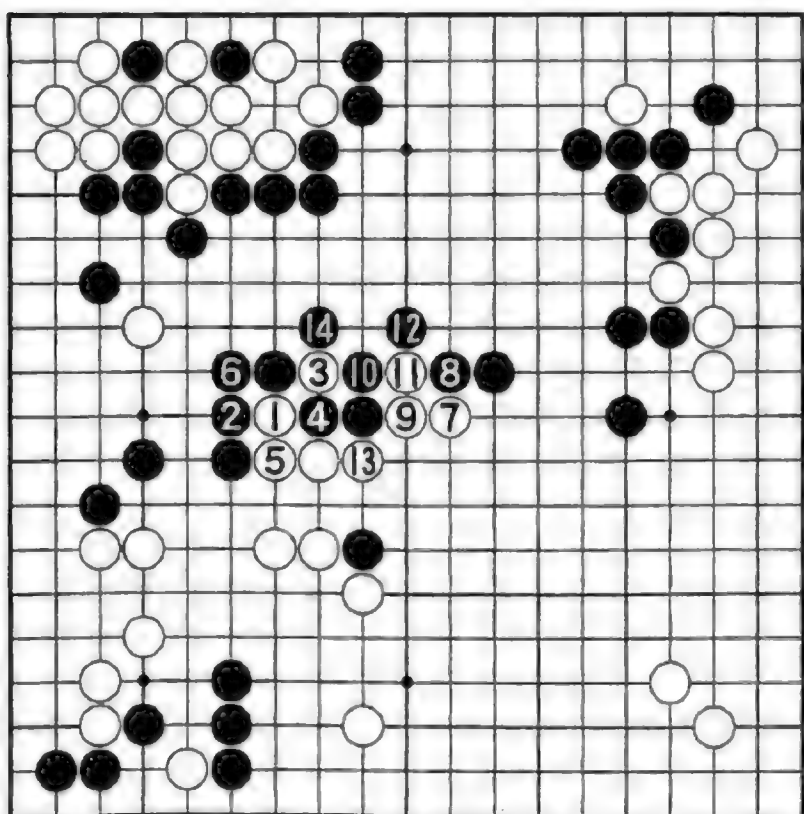


Figure 2 (64–102)

Black 71 is the vital point — a white move there would expand White's moyo and make a base from where he could reduce Black's.

Exchanging 74 for Black 75 resulted in a loss for White in the endgame. I will explain why later.

White 78 looks dubious: it may be the losing move.



Dia. 10

The professionals in the pressroom were examining the diagonal attachment of White 1 in *Dia. 10*. Black blocks at 2 and White hanes at 3. After Black

connects at 6, the white moves from 7 to 13 force Black to answer submissively. Black wouldn't like this, so perhaps he wouldn't cut at 4, but patiently play at 10 instead. He might even find another way to fight.

In answer to White 78, Black pushed through with 79. White answered with 80 and 82, moves that no one in the pressroom considered. However, these were not standard moves, and they indicate that Yoda must have made a mistake in his evaluation of the position. Black next played 83.

O Meien, who was giving the commentary on satellite TV, commented that the position wasn't bad for either player. But, as the result showed, Yoda must have made a mistake in his calculations. I don't know when Yoda noticed his mistake, but it was quite strange.

After the center was decided with 84 and 86, Yoda mapped out the territory at the bottom with 88. At that point, Black hits White with 89 and 91. White can't resist; he has to compromise with the sequence to 96.

Black eliminates his bad aji with 97. If White were to extend to 97, Black's stones would become thin.

Black had a good position, but Yoda was still looking for a way to get back into the game. His best chance was to cut at 98 and atari with 100. Black had no choice but to connect at 101. Next, White peeped at 102. Even if Black got the thickness in the variation in *Dia. 10*, his position on the left side has a bad feel to it. Indeed, it is hard to know how much territory Black will get there.

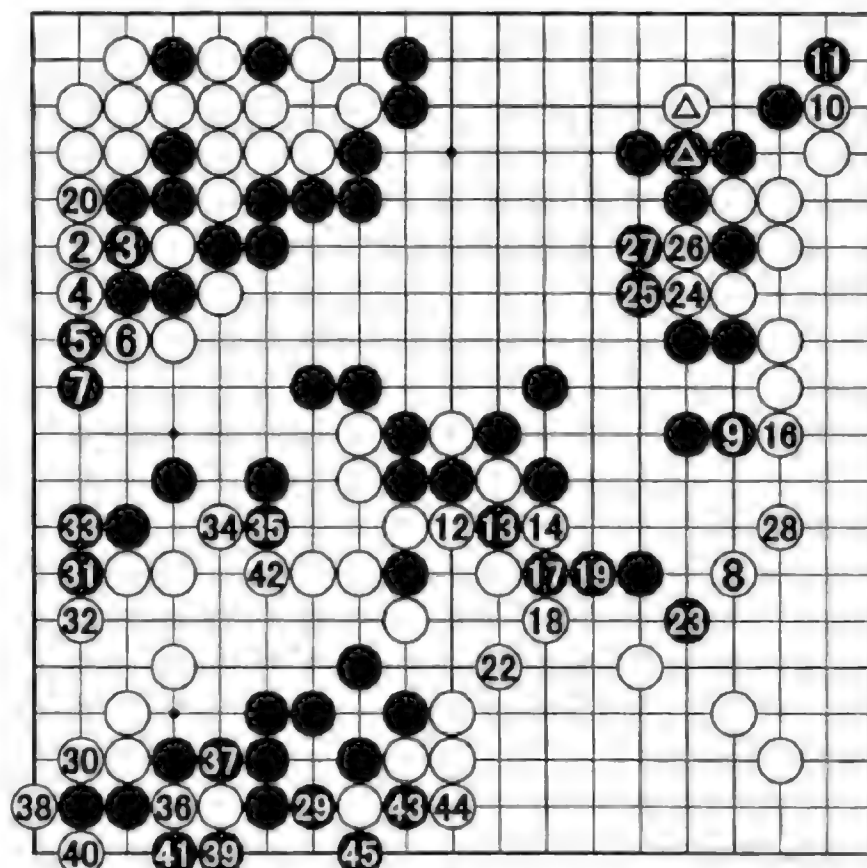


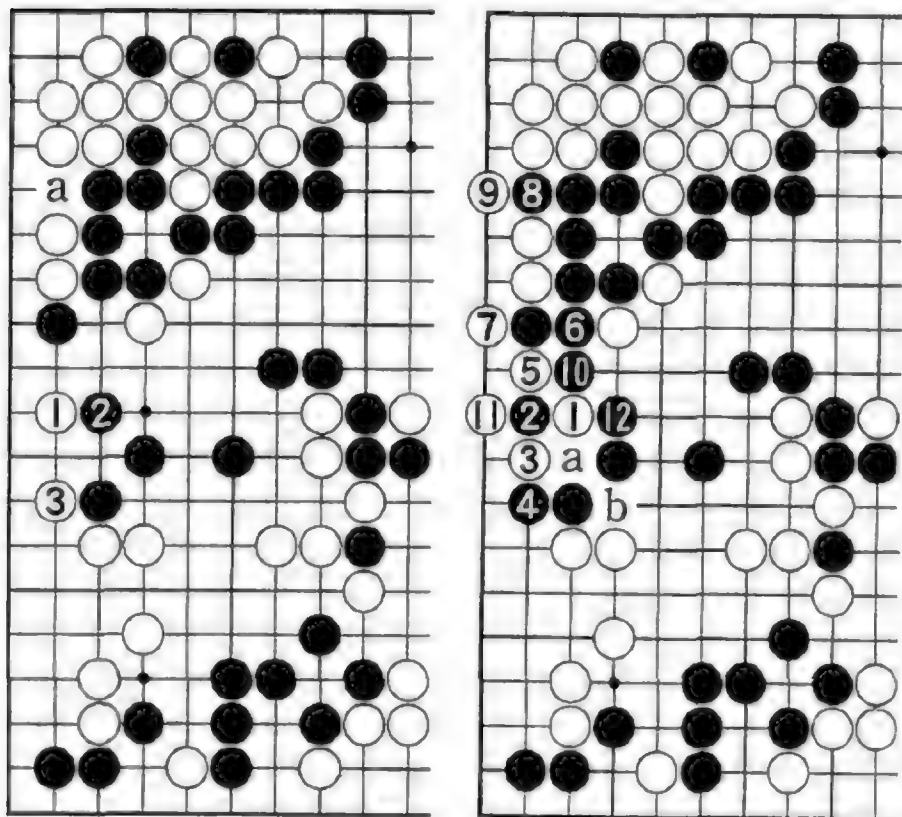
Figure 3 (103–145)

15: above 13; 21: right of 3

Figure 3 (103–145). The deciding move

Black captured with 3 and White crawled to 4. Blocking with Black 5 was the deciding move. If Black had played this move at 6, he would have been admitting defeat and he probably couldn't win. White cut at 6, but Black drew back to 7 and his position was secure.

Instead of White 6 in the game, White 1 in *Dia. 11* might also be considered. Against Black 2, White can play 3, but Black 'a' remains.

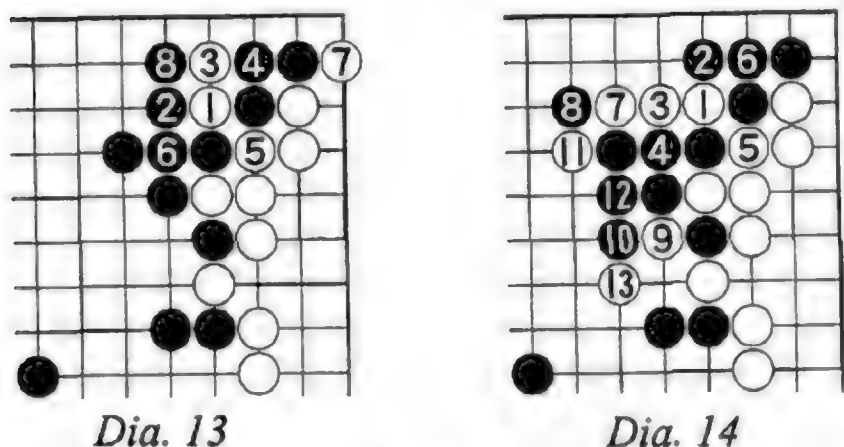


Dia. 11

Dia. 12

There is also the placement of 1 in *Dia. 12*. Black will answer with the attachment of 2. After 12, Black can atari at 'a', and all of White's efforts around here become meaningless. If White 'a', Black answers with 'b', and White's position below will incur some damage. By cutting at 6 in the game, White took sente, so he could quickly take territory with 8 on the lower right side.

When White pushes with 10 and Black blocks at 11, we can see why the peep of the marked white stone was bad. Because Black has played the marked stone, the sente-endgame sequence from White 1 to 7 in *Dia. 13* no longer works.



Dia. 13

Dia. 14

If Black answers White 1 with 2 in *Dia. 14*, the sequence to White 7 is scary. If Black blocks at 8, it becomes a ko after White 13.

White 12 and 14 were forcing moves and White 16 was big. However, 17 left Black with good aji, and it was sente as well.

In answer to White 22, Black simply approached Black's territory with 23. White 28 secured more territory, but when Black blocked at 29, his victory was secure.

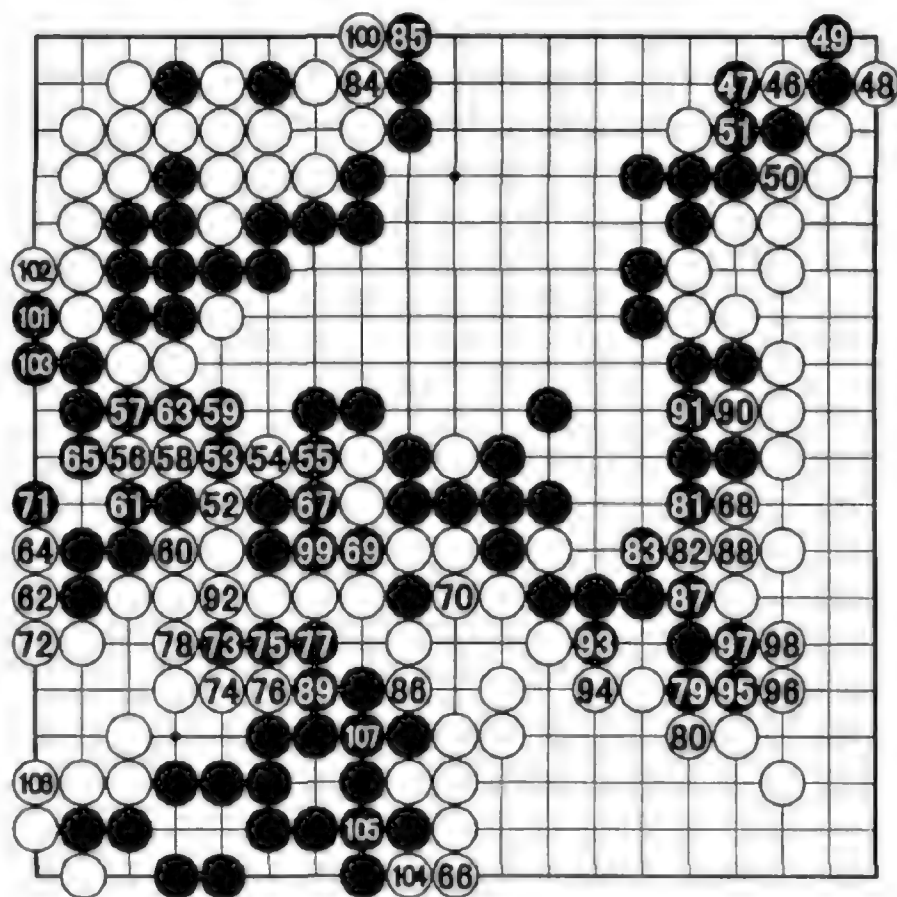


Figure 4 (146–207)

Figure 4 (146–207). Rin evens the match.

Rin won this game by his good judgment, and he had now drawn even in the match.

Black wins by 5½ points.

Game Five

White: Rin Kaiho 9-dan

Black: Yoda Norimoto Meijin

Time: 8 hours each; komi 5½ points

Played on October 17 and 18, 2001.

Commentary by Ishida Yoshio 9-dan.

Figure 1 (1–32). Black sets the pace.

With the score tied, the match was now down to a best-of-three.

Against Black 7, White violently attaches with 8. After this, there are a lot of possibilities, but the influence of the black enclosure in the upper right will certainly affect the flow of the game. Simply playing 1 in *Dia. 1* would be more usual.

Yoda usually makes secure positions before attacking, so playing so resolutely with Black 13 in answer to White 12 was unusual for him. But White can't resist, and he has to draw back with 14.

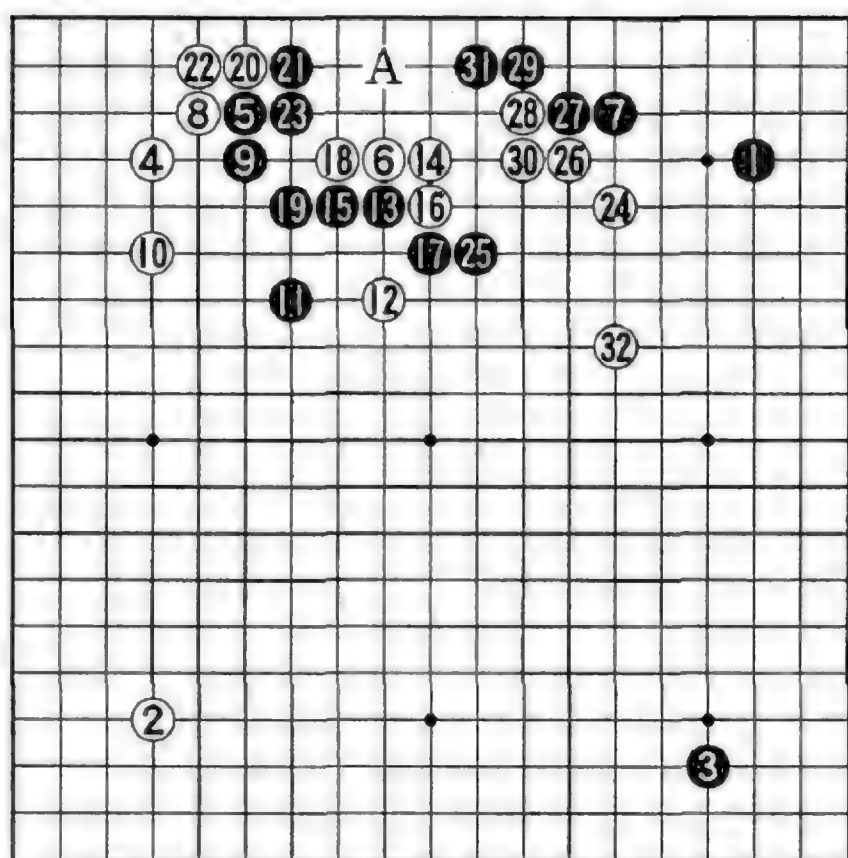
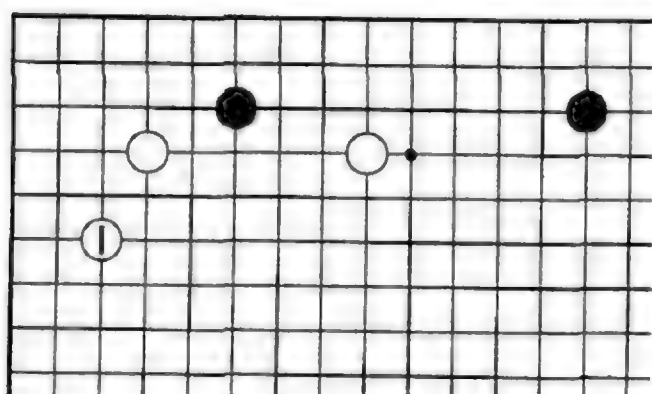
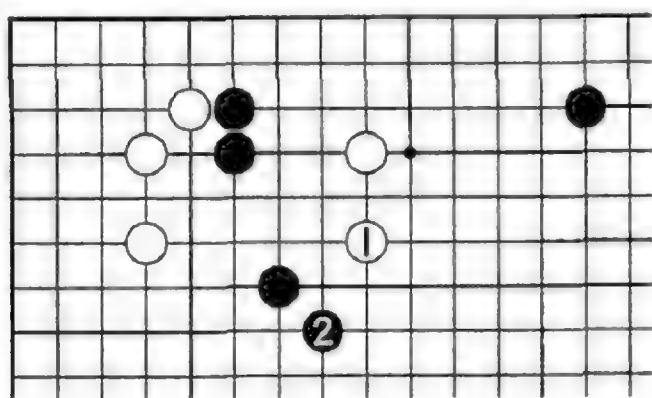


Figure 1 (1-32)



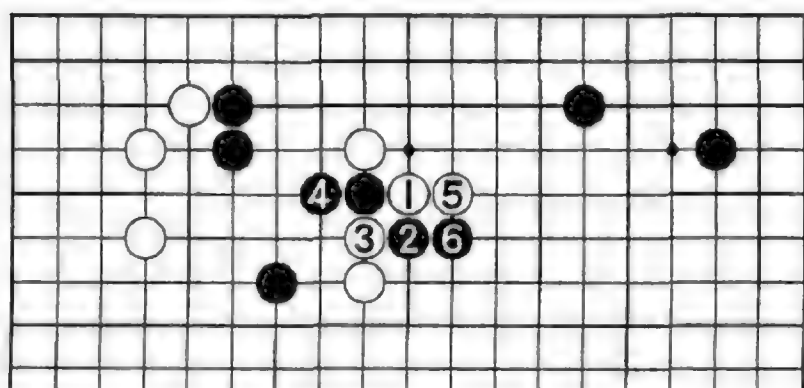
Dia. 1

Instead of 12, if White makes a one-space jump to 1 in *Dia. 2*, Black would play the diagonal move of 2.



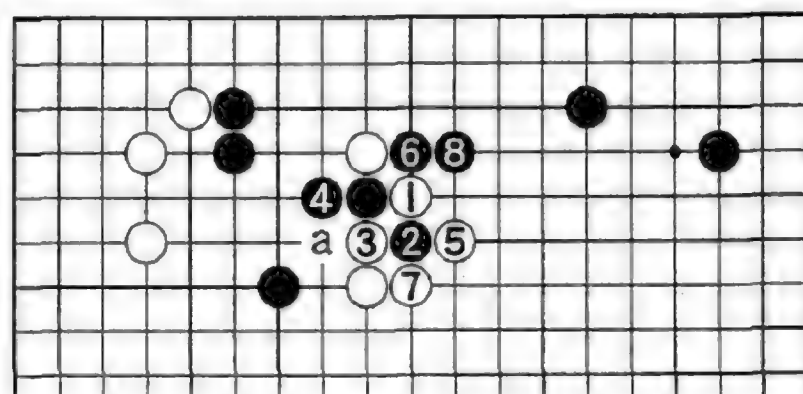
Dia. 2

Instead of 14, White can't fight back with the hane of 1 in *Dia. 3* because Black will block at 2. After the sequence to White 5, Black 6 is severe.



Dia. 3

After Black 4 in *Dia. 4*, White can catch a stone in a ladder with 5, but Black takes big profit at the top with 6 and 8. If White 1 at 4, Black 'a' is also troubling for White.



Dia. 4

White gets profit in the upper left corner with 18 to 22, but, after 24, other than simply escaping, his stones seem to lack a purpose.

Black 25 and 27 feel good. Black 31 deprives White of his base and also leaves Black the option of linking up his stones with A. Black's early attack has succeeded.

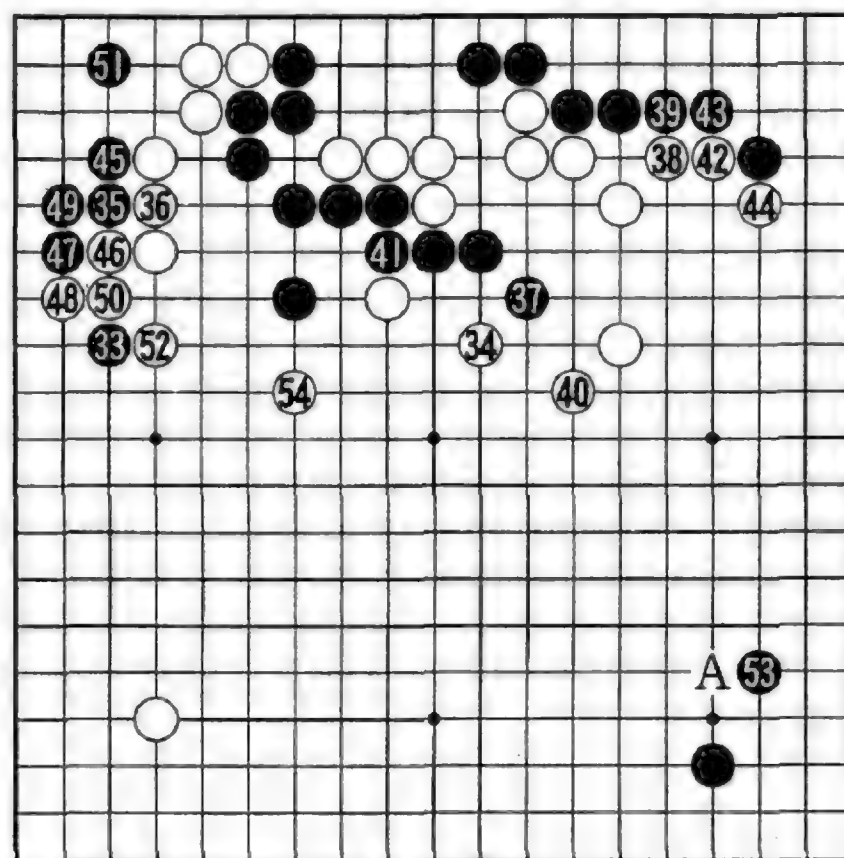


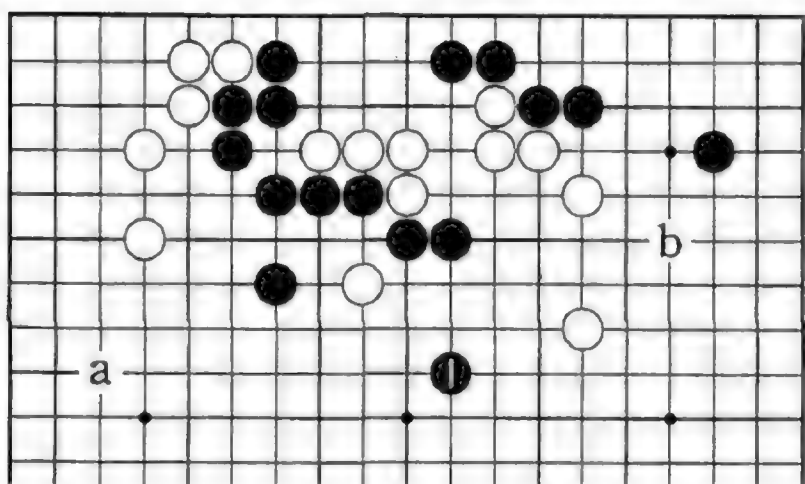
Figure 2 (33-54)

Figure 2 (33-54). The wind changes.

Black has been riding a favorable wind. But now he makes a misstep. Black 33 is in the wrong direction. With this move the favorable wind has changed.

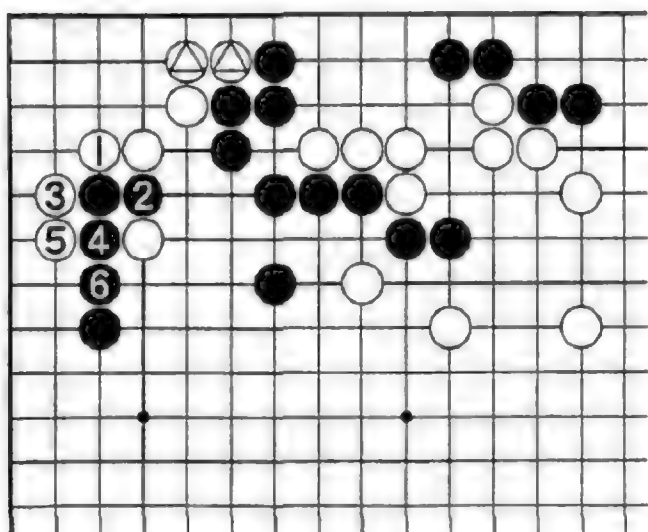
White 34 is a good point.

When Black plays 37, he is looking for a chance to catch White off guard. However, White nimbly plays 38 and 40, and Black has no choice but to come back and connect at 41. This was hard on Black.



Dia. 5

Instead of Black 33, Black 1 in *Dia. 5* is the fighting point. If White 'a', Black plays 'b', threatening the white stones. White has no base for his stones at the top; they are like leaves being blown in the wind. There is a big difference between *Dia. 5* and White settling his stones with 42 and 44 in the game.



Dia. 6

However, the peep of Black 35 was an effective move. Instead of connecting with 36, I would want White to block at 1 in *Dia. 6*. With the two marked stones in place, this is the natural way to play. Even if Black breaks through with 2, the hane of White 3 is effective.

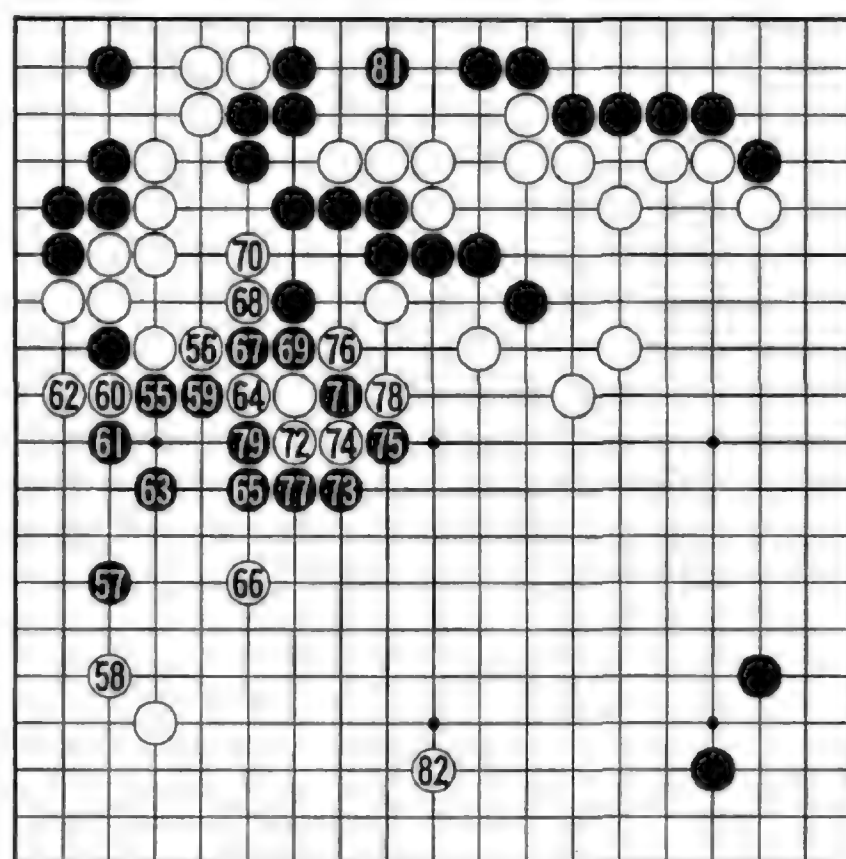
Black gouges out White's corner with the sequence to 51. Black has made 33 look like a reasonable move. Nevertheless, White has been able to create new influence when he plays 52.

Making an enclosure with 53 is urgent. If White were able to play 53 or A, he would be the one to gain influence on the right side. However, White 54 in the center is a wonderful point.

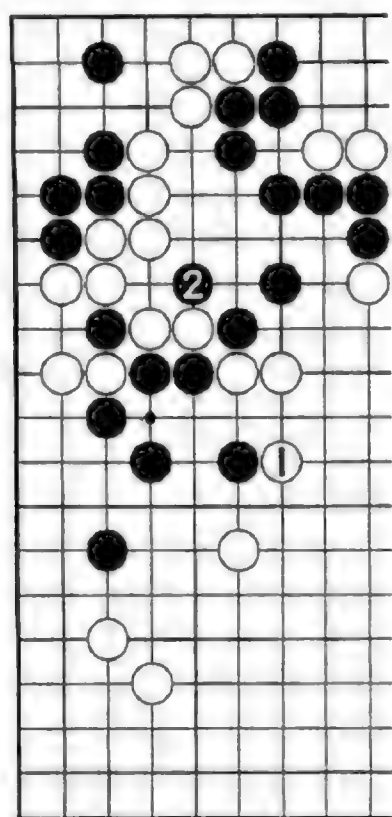
Figure 3 (55–82). A change for the worst

Black 55 was the sealed move. The game looks disagreeable for Yoda, but he didn't use much time.

Black's approach at 57 was lax, since it allowed White to defend the corner with 58, but it couldn't be helped. If he played one line lower, White would invade with a one-space pincer.



7. Black must link up with 2. White can then play 3 without any problems because he has good shape.



Dia. 8

Instead of 68, if White tries to confine Black with 1 in *Dia. 8*, Black ataris with 2 and White doesn't have two eyes. White could live and avoid the squeeze by playing 1 at 2, but White can't play in such a submissive way.

After the squeeze, Black calmly links up at the top with 81. In one stroke the balance of power in the center has been overturned in favor of Black. After the game, Rin lamented, 'I lost a move.' Actually Rin lost more than just a move. White 66 became thin against Black's thickness and its power was greatly decreased.

Rin revives his spirit by taking the big point at 82, but he must now go down a thorny path.

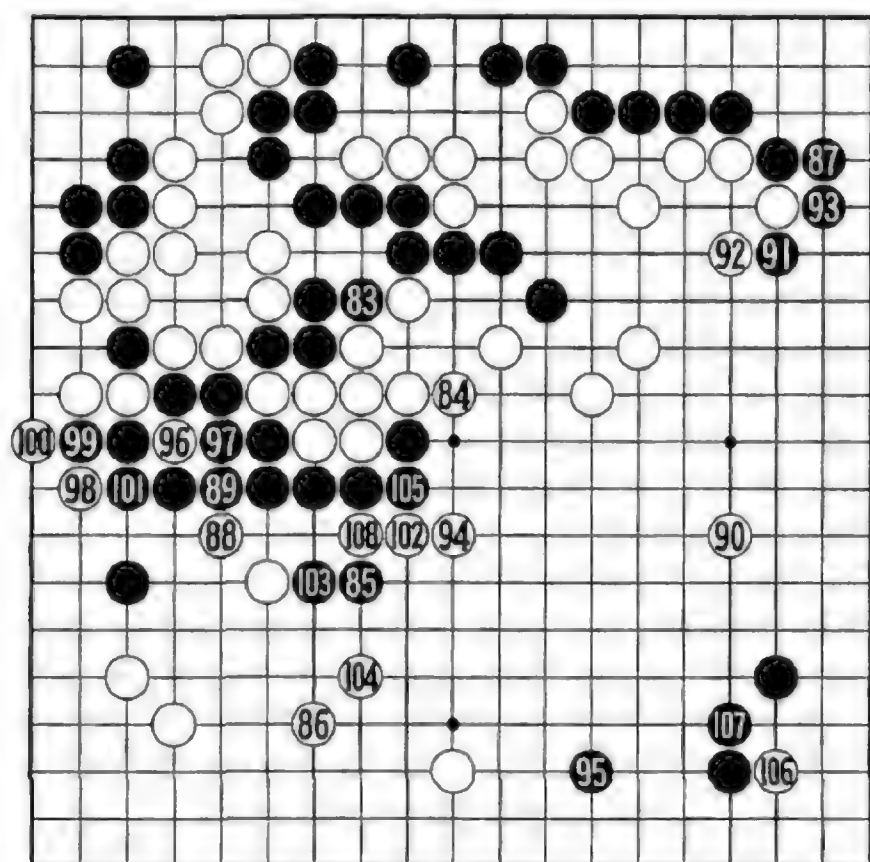


Figure 4 (83-108)

Figure 4 (83-108). Safe driving

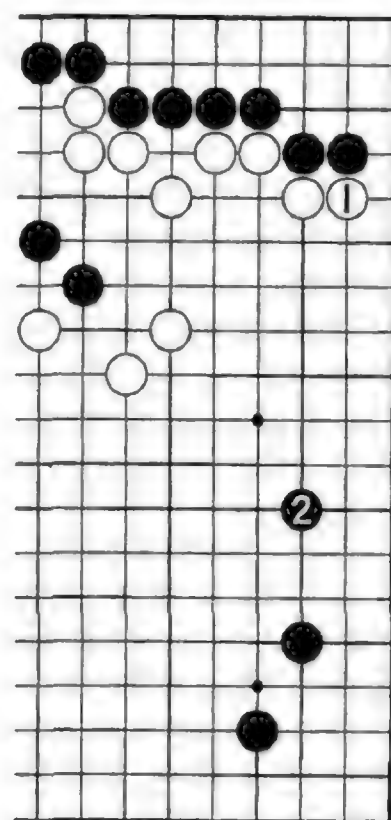
Black saves three stones by playing 83 in sente. He then jumps to 85. The players in the pressroom all agreed that Black now had the advantage. Black could have invaded the bottom with 85, but there was no reason to take an unreasonable risk. Black is 'driving safely' with 85. White reluctantly defends the bottom with 86, because he can't permit Black to disrupt the bottom with an invasion.

Black 87 is big. White next exchanges 88 for 89, then extends to 90, mapping out territory on the right side and aiming at the lower right corner.

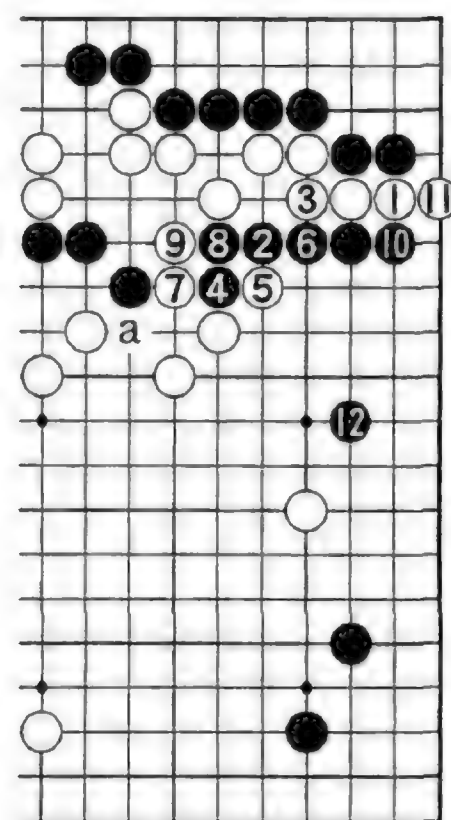
But Black breaks into the upper right with the clamp of 91. Far from White getting territory on the right, this area has actually become thin.

A little bit before this, there were some voices in the pressroom expressing some hope for White's position, but now everyone considered his prospects bleak.

Instead of White 90, if White blocked at 1 in *Dia. 9*, Black would extend to 2, and the flow of the game would be completely in Black's favor.



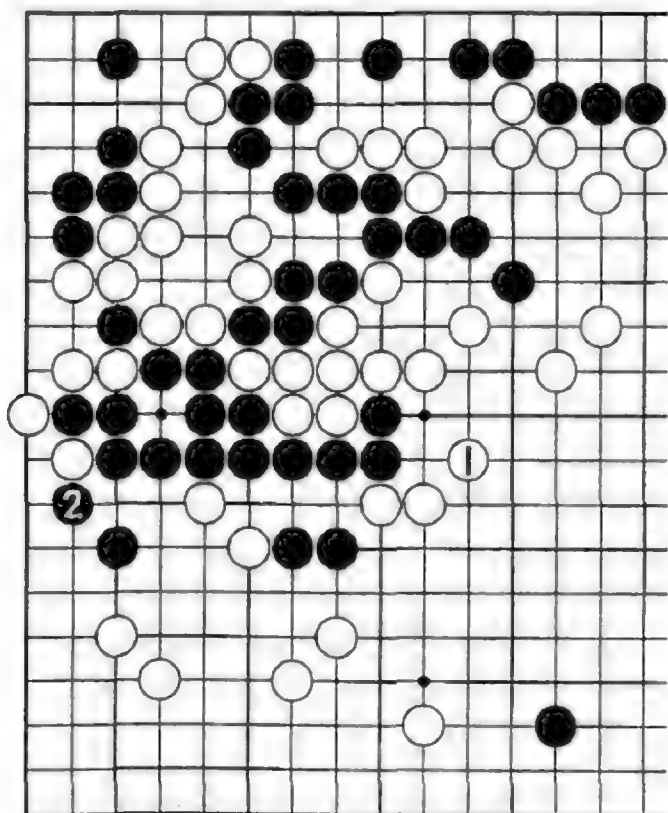
Dia. 9



Dia. 10

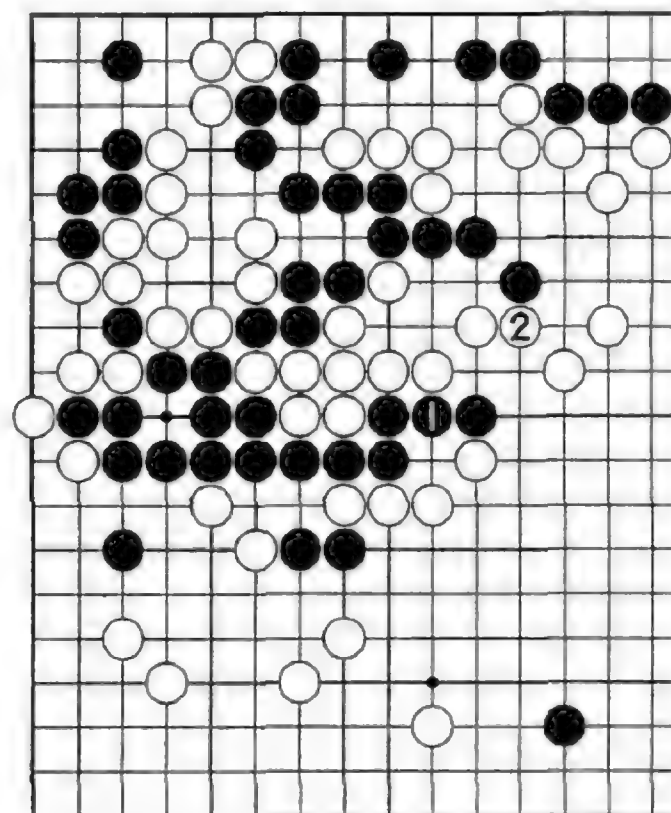
White 92 is an emergency measure. If White blocks at 1 in *Dia. 10*, Black plays 2 and 4. White 5 is a tesuji, but, after the sequence to 12, White cannot possibly capture Black. The aji of Black 'a' is left behind and this is painful for White.

White attacks with 94, but Black ignores it and extends to 95. White desperately puts pressure on the black group with 96 and 98. Next, he creates aji in the corner with 106, then continues his attack on White's stones with 108. But this move was a mistake and it was the final nail in White's coffin.



Dia. 11

If White plays 1 in *Dia. 11*, Black is forced to play 2. This is good for Black, but his lead is not so clear-cut.



Dia. 12

Instead of White 12, White 1 in *Dia. 13* leads to an even worse result. Black will cut with 2 and squeeze with 4 and 6. Black plays on the vital point of 8, and White's stones are extremely thin. White's position collapses.

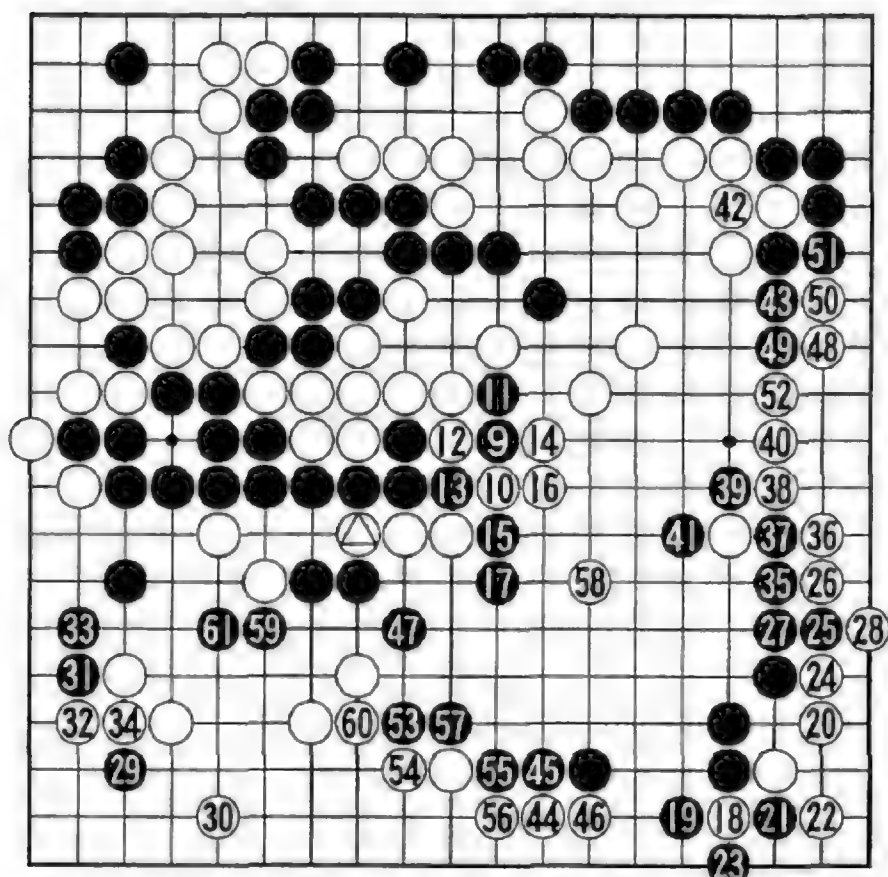
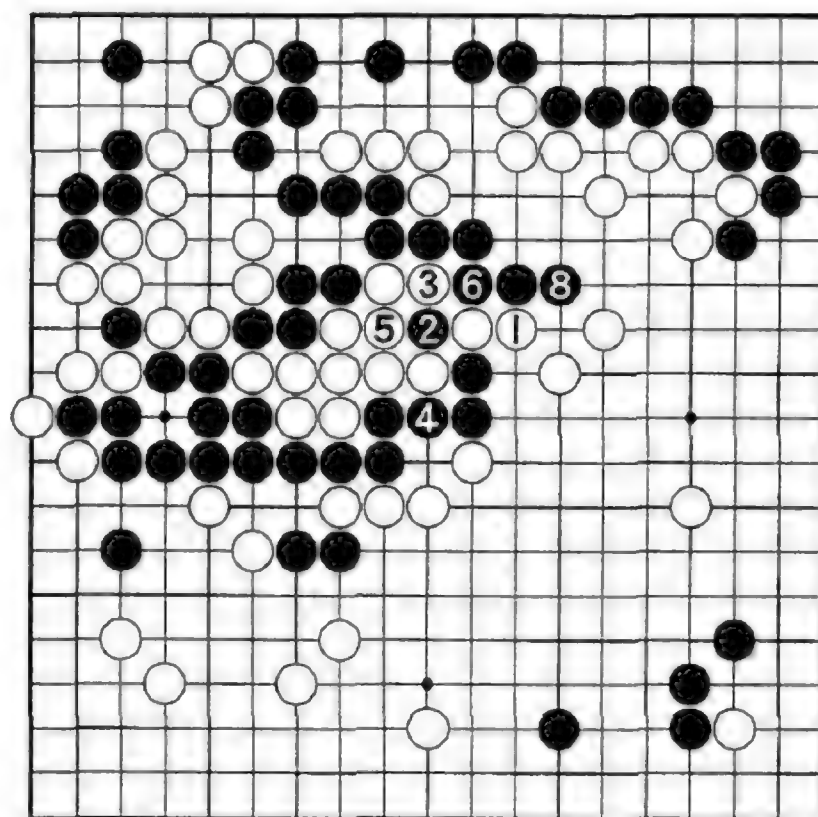


Figure 5 (109-161)

Figure 5 (109-161). *The deciding move*

When Black jumps out to 9, the diagonal attachment of White 10 is the correct way to respond. If Black connected with 1 in *Dia. 12*, White was planning to play 2. But Yoda started to think. After a while he banged down Black 11. This was a strong move that decided the game. Rin appeared dejected as he pondered his next move, but there was no other way but to push in with White 12. After Black 13, White 14 is the only move. After Black 15 and 17, White's three stones are captured, and the marked white stone has become a wasted move. This was a terrible result for White.



Dia. 13

7 at 2

With a sigh, Rin switches to the lower right corner with White 18. He then links up to the right side with 24 and 26. This is the expected result of the aji White created with 106 in *Figure 4*. Invading the corner with Black 29 is the last big move. Black reduces White's corner in sente up to 33, then switches to the right side with 35 and finally captures a stone with 41.

After this, the endgame is fiercely contested. Black is certainly ahead, but, surprisingly, the difference is not all that big.

The knight's move of 48 and the bump of 55 are both big.

White 58 was also big. White can't let Black make territory here.

White had to answer Black 59 with 60, so Black could capture two more stones with 61. Move by move, Yoda was progressing towards victory.

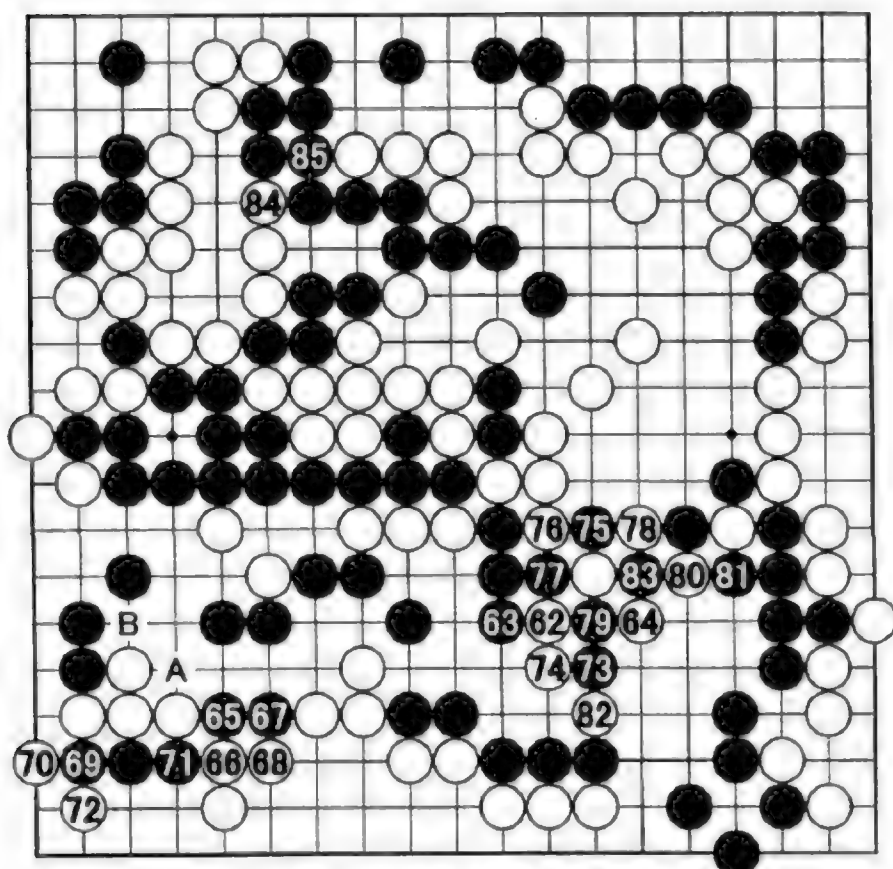
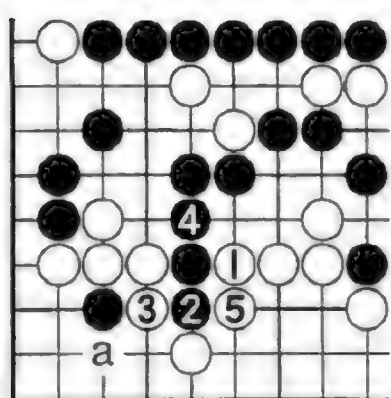


Figure 6 (162-185)

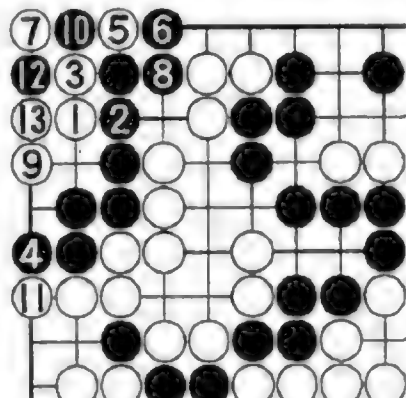
Figure 6 (162-185). Advancing toward his first defense.

Rin missed two vital points in this game, but he still didn't give up. When he was young, Rin often won games because of his refusal to give up, and in this game he seems to have reverted to this old trait. But Yoda is renowned for making solid moves. Step by step, Yoda is carefully wrapping up the game, and Rin is becoming more and more discouraged.

White suffered a small loss by answering Black 65 with 66. Rin said that he should have bumped with 1 in *Dia. 14*. The sequence to White 5 would have resulted. At the end of the game, White would have to reinforce with 'a', but this would be a bit more profitable. In the game, after 69 and 71, Black can squeeze White with A and B. Against Black 73, White pushes in with 74. It would have been better to answer at 77 instead.



Dia. 14



Dia. 15

After 77, Black cuts off the white stones with 79.

White 80 is White's last desperate attempt to salvage the game. He tries to make a ko, but gains nothing from it. More important, there is the problem of the upper left corner.

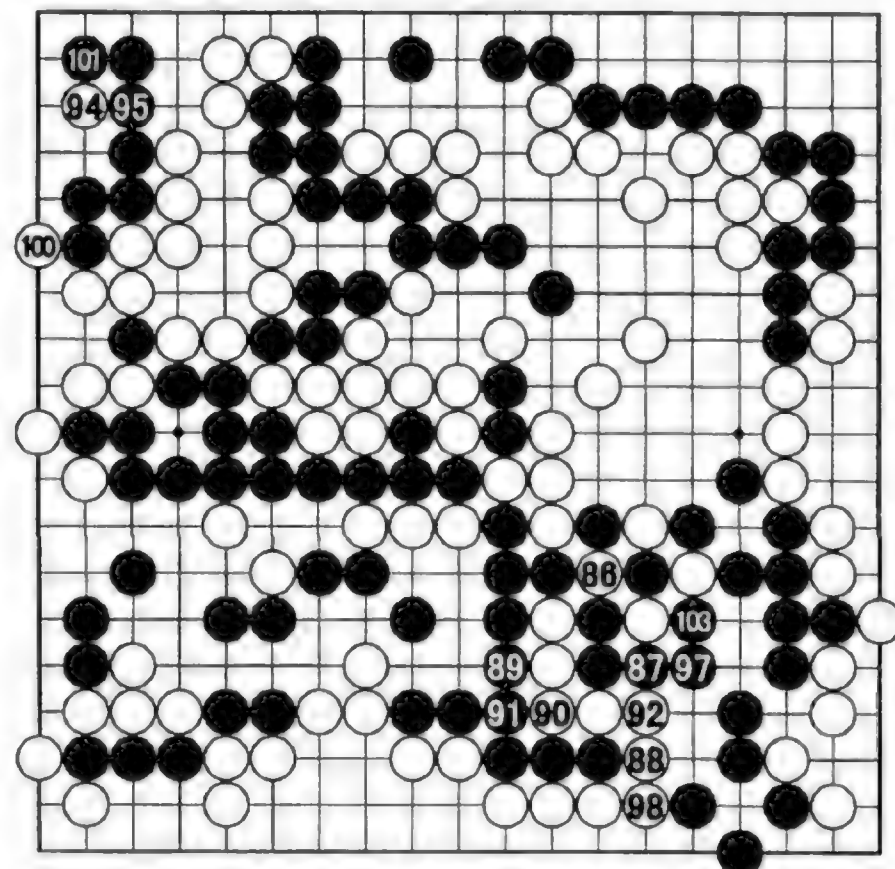


Figure 7 (186-203)

93, 99: right of 86; 96, 102: at 86

Figure 7 (186-203)

After the peep of 1 in *Dia. 15*, White can block at 3. After White 13, it becomes an approach-move ko. By combining this ko with the one around 80, White might have some chance of winning. But when Black plays 103, the game is lost for White.

White hanes at 100, but after Black 101, there is no more chance to start the ko in *Dia. 15*.

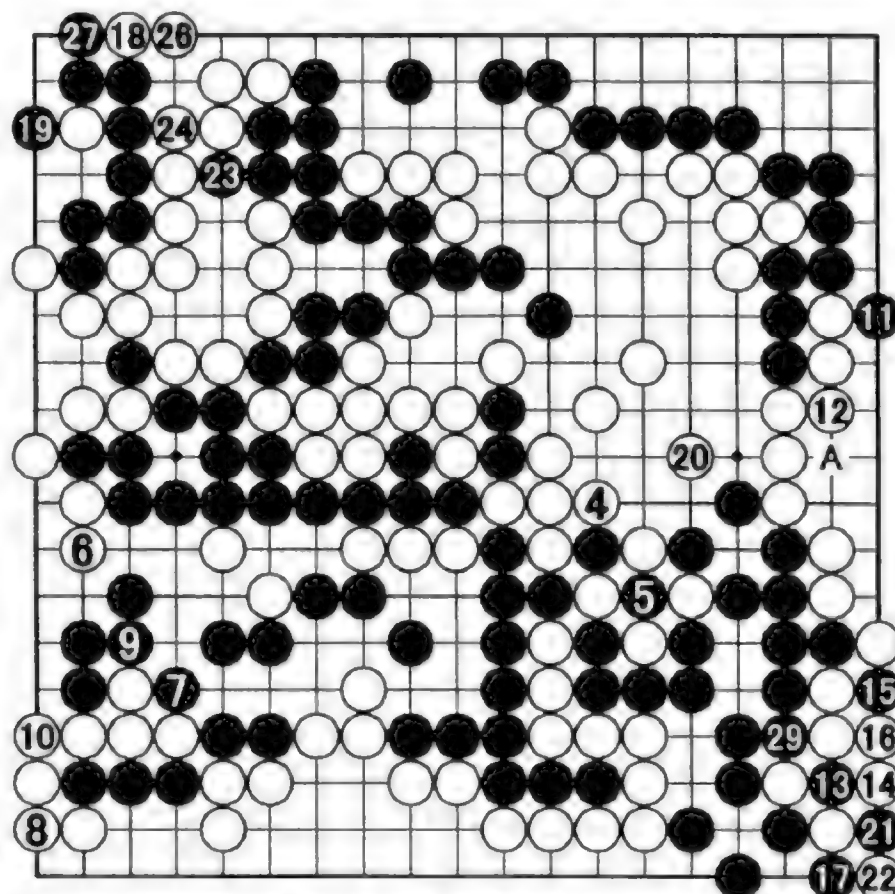


Figure 8 (204-229)

25: takes ko at 21; 28: ko at 22

Figure 8 (204–229). The title is in Yoda's sight.

The throw-in of Black 13 decides the endgame.

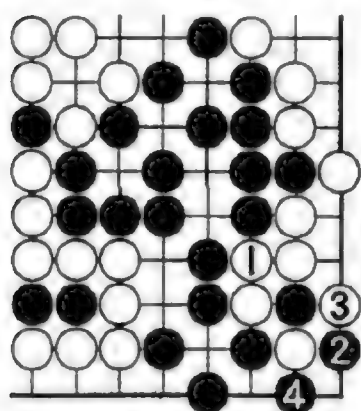
If White connects at 1 in *Dia. 16*, Black can get a ko with 2 and 4. This is a well-known tesuji.

Black 11 was well thought out. White can't answer at A; he must connect at 12.

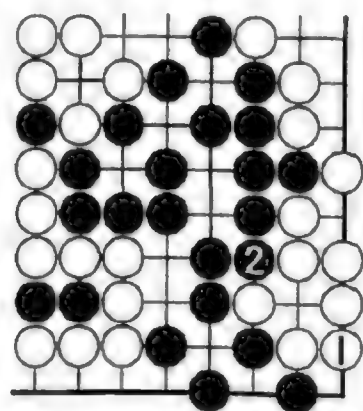
Because White ignored Black 17, Black can start a ko at 21. If White 1 in *Dia. 17*, Black can also play elsewhere. But Black 2 is also big.

With 29, all of White's resources are gone.

With three wins under his belt, Yoda's first defense of the Meijin title is within sight.



Dia. 16



Dia. 17

229 moves. White resigns.

(Games Four and Five from *Gekkan Go Warudo*, December 2001. Translated by the editor.)

Game Six

White: Yoda Norimoto Meijin

Black: Rin Kaiho 9-dan

Time: 8 hours each; komi 5½ points

Played on October 31 and November 1, 2001.

Commentary by Yoda Norimoto.

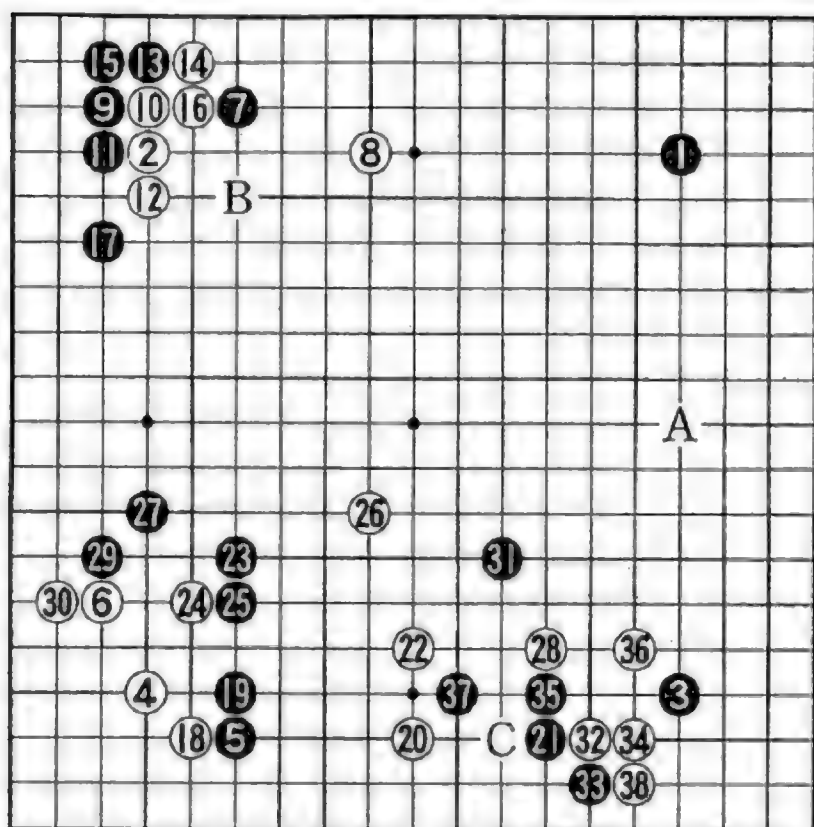


Figure 1 (1–38)

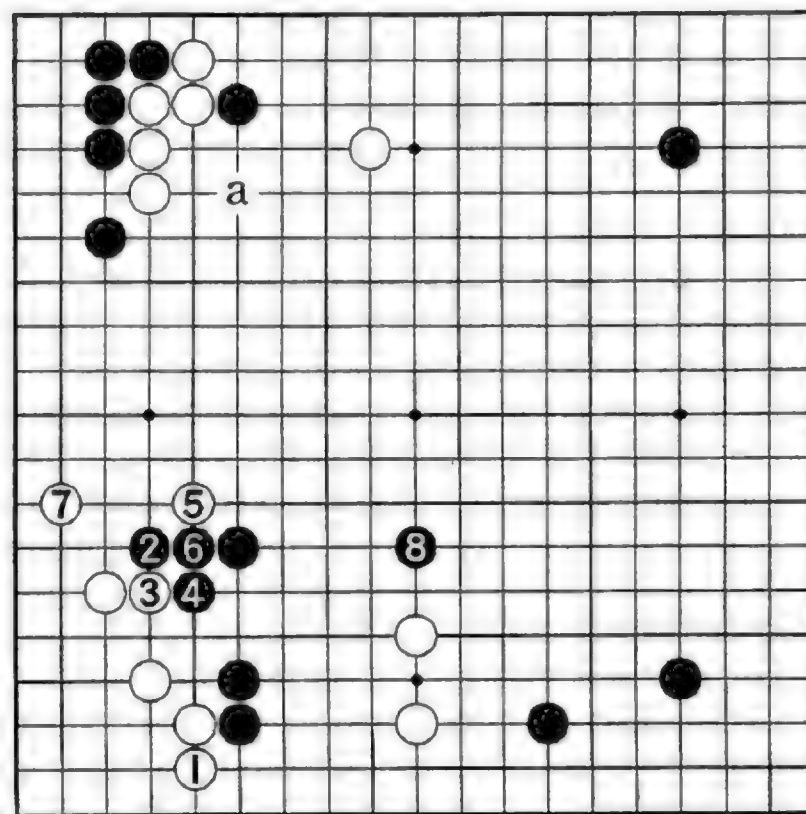
Figure 1 (1–38). Unexpected moves

With Yoda leading this best-of-seven series 3–2, Rin had his back to the wall: he would lose the match if he lost another game.

Both started out placing their first two moves on the corner star points. Yoda expected that the game would proceed at a leisurely pace.

Black immediately made two approach moves at 5 and 7. If White responded to 7 by making an enclosure at 17, Black would most likely play A, making a sanrensei formation. This was recommended by Go Seigen. However, in such positions Yoda always play a pincer. Rin would probably have pincer as well. In fact, this is how Rin played in Game Five: he made a two-space pincer with 6.

Yoda wanted to come out of the joseki in the top left with sente so that he could attack the black stone at 5. But he didn't expect the invasion of Black 9. He thought that Black would do something like jumping to B instead. Still, he was able to take sente and start his attack by attaching at 18. This is exactly as he had planned.

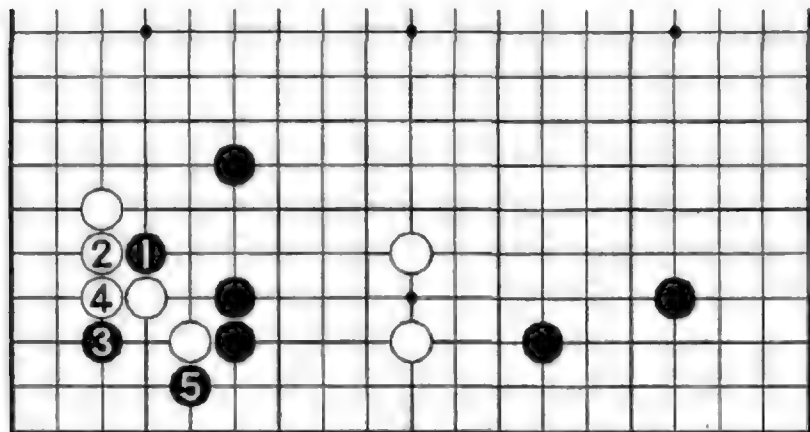


Dia. 1

Yoda: 'To be honest, I didn't want to play 24. The proper move was White 1 in *Dia. 1*. The sequence to White 7 is often played, but I didn't like the result when Black caps at 8. Once Black plays in the center like this, he can also aim at jumping to 'a'. Therefore, I wanted to get out into the center quickly. On the other hand, if I leave the corner as is, Black can play 1 to 5 as in *Dia. 2*.'

White 26 is the kind of move Rin would play, so Yoda is trying to beat Rin at his own game.

Yoda: 'With 26, I went all-out. I doubt I would have played like this before. Even now, it doesn't feel bad to me.'

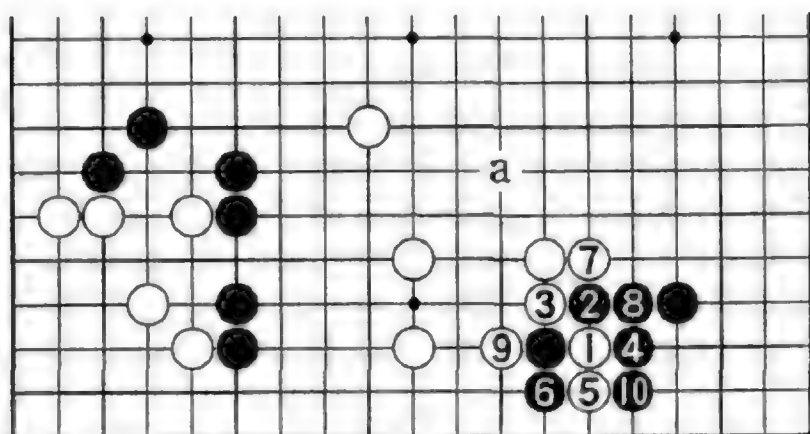


Dia. 2

Yoda says that at the time he was grateful for Black 27. But he shouldn't have been. The reason will become clear later.

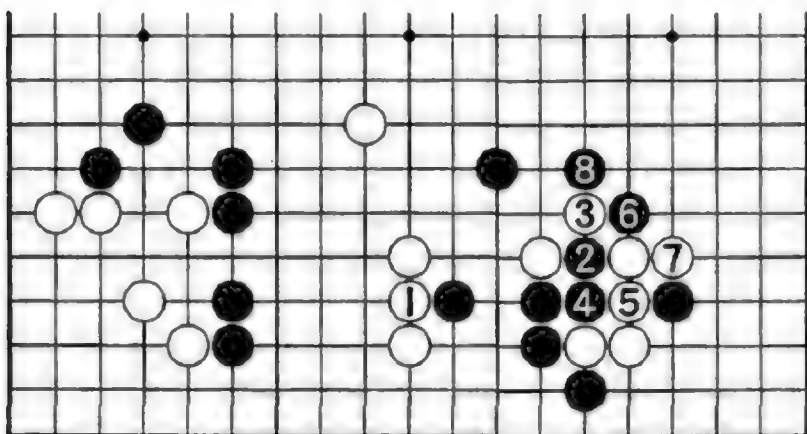
Up to White 28, both sides have even chances, but now the game takes a sudden turn.

Nobody expected Black 31; everyone was surprised by this move. It's a very difficult position to analyze, but Black 31 at 36 or simply extending to C are both feasible moves. Yoda was surprised by Black 31 as well.



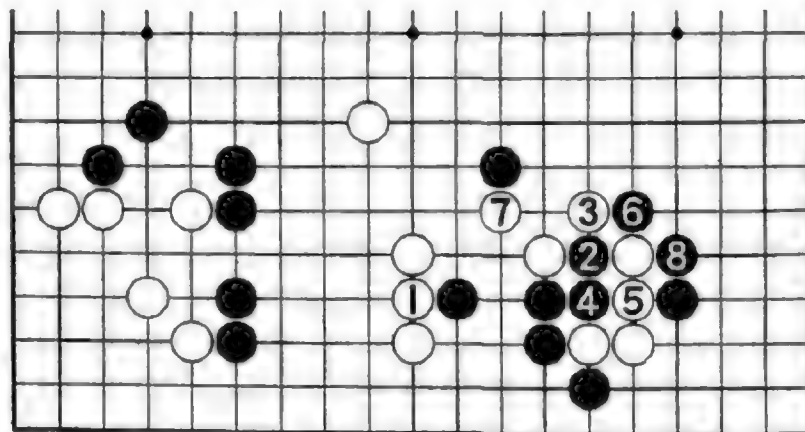
Dia. 3

Yoda was aiming to attach with 1 in *Dia. 3*, then to squeeze with the sequence to 9. White makes a thick position; a black stone at 'a' would now be out of place. Therefore, when White attached with 32, Black resisted with 33. Still, it is strange that Black doesn't get a good result.



Dia. 4

Answering Black 37 with the connection of 1 in *Dia. 4* is scary, so White can't play that way. The sequence to 8 or the one to 8 in *Dia. 5* is bad for White.



Dia. 5

Yoda thought that the only way for White was to play 38. Without this move, the game would turn sour for him.

Rin must have been hallucinating with 31. After this, Rin's position was not good. Still, Rin did not spend any time on his next move.

Figure 2 (39-53)

The moment that Rin played 39, a commotion broke out in the pressroom. O Meien was especially taken aback. 'He doesn't seem to want to compromise even a little.'

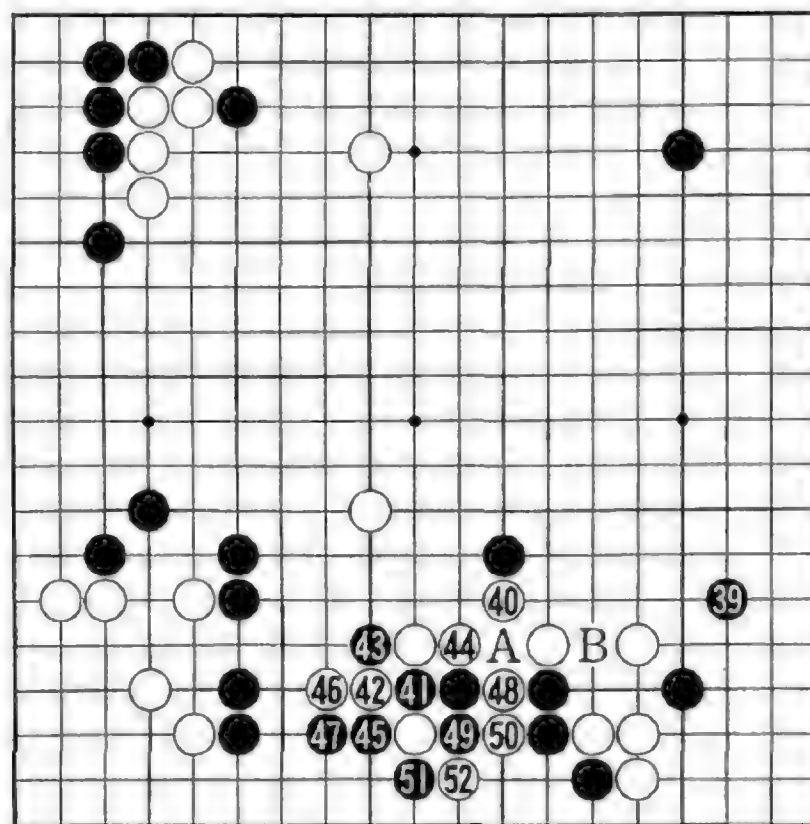
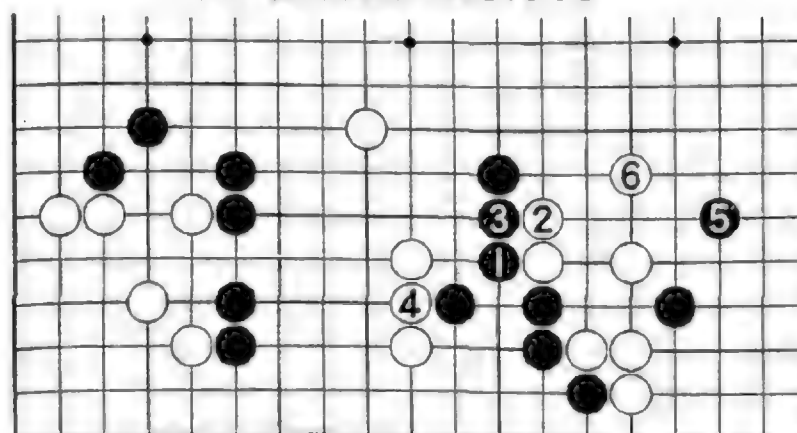


Figure 2 (39-53)

53: connects above 51

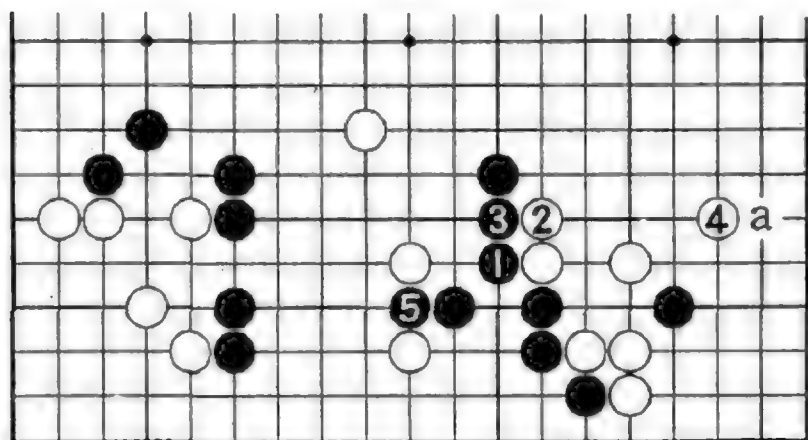


Dia. 6

Linking up to the outside with 1 and 3 in *Dia. 6* seems to be the only way. This would be better

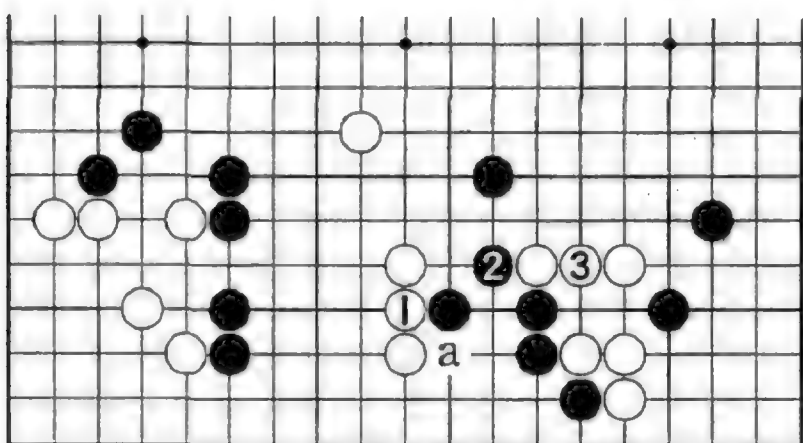
than what happened in the game. After the exchange of White 2 for 3, Black has sente, since White must connect at 4. Black could then play 5 and White would jump to 6. Black's game is not so bad, but White's is also good. Black's group at the bottom has managed to get its head out into the center. Compared to the game, Black is better.

If White doesn't connect at 4 in *Dia. 6*, but takes control of the corner with 4 in *Dia. 7*, Black pushes in with 5, taking territory at the bottom. The attachment of Black 'a' is left behind as aji. Yoda said that he wouldn't have confidence playing this position.



Dia. 7

Yoda: 'If Black pushed in at 41 with 39, I intended to attach at 40. Anyway, I had so many choices I was getting confused. I thought that White 40 in the game made the position easier to understand. But if I had connected with 1 in *Dia. 8*, the fighting in this game would have been more interesting. In response to bulging out with 2 in *Dia. 8*, White would have played the bamboo joint of 3, but, if White later turns at 'a', Black is in serious trouble.'



Dia. 8

After Yoda played 40, Rin remained perfectly still. It seemed as if he was waiting for the end of the day's play. Black 41 was the sealed move. Up through the fifth game, the player who made the sealed move won. We don't know if the players were aware of this jinx.

After the game was adjourned, Rin and Yoda, along with others connected with the game, gathered together for dinner. Rin, who is quite gregarious, always has dinner with a large group. In the

fifth game, Yoda had had a really bad position, so he had retired to his room alone. 'I was unsure of the kind of face to show others. If I showed a gloomy one, it would make others feel uncomfortable.' In this game, Yoda must have felt his prospects were good, so he didn't mind socializing.

Black 41 was the sealed move. There was really no other move to consider. O Meien commented: 'It's so obvious there's no need to write it on the game record.'

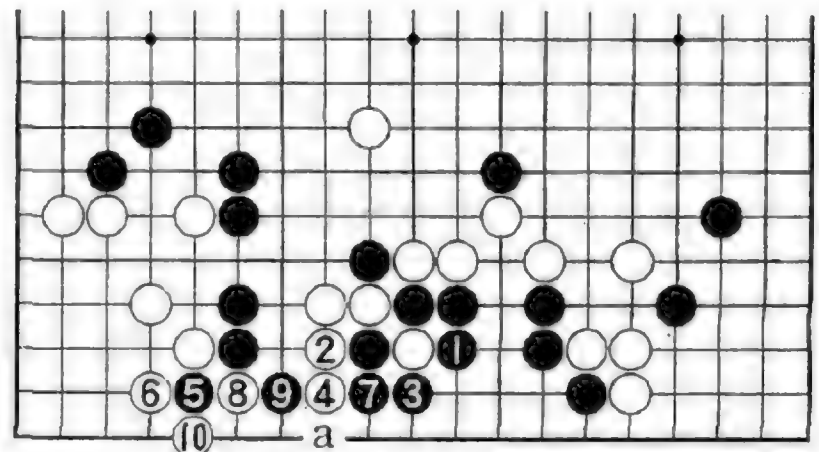
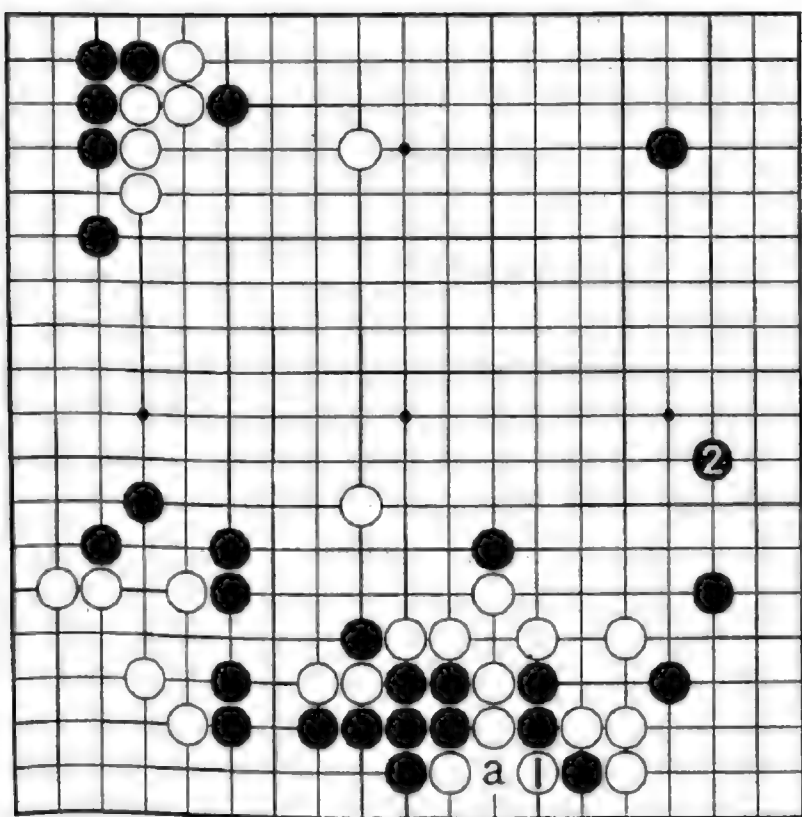


Figure 3 (54–101). Is White as good as he looks?

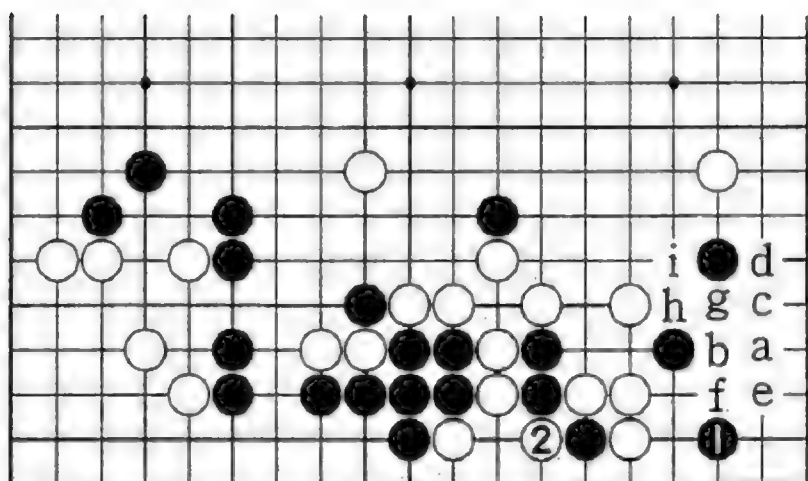
Yoda: 'I attacked the two black stones on the right with 54. Capturing the three black stones with White 1 in *Dia. 10* looks big — more than 15 points — but if Black extends to 2, it will become a close game. Moreover, it was hard to decide between White 1 and 'a'; this caused me a lot of anguish. For these reasons, I played 54.'



Dia. 10

It was natural for Black to save his three stones with 55, but White invades the corner with 56, giving his stones a base and taking away Black's.

If Black makes a base in the corner with 1 in *Dia. 11*, White 2 becomes a timely move. White can now aim at 'a', which is worrying for Black. Next, the sequence Black 'b'–White 'c'–Black 'd'–White 'e'–Black 'f'–White 'g'–Black 'h'–White 'i' destroys Black's corner.



Dia. 11

Black 61 was careless because White could

play 62. Yoda thought that if Black had played guzumi at 62, his result would not have been bad. After White wedges in with 64, the sequence that follows is a one-way street. After Black 69, the players adjourned for lunch.

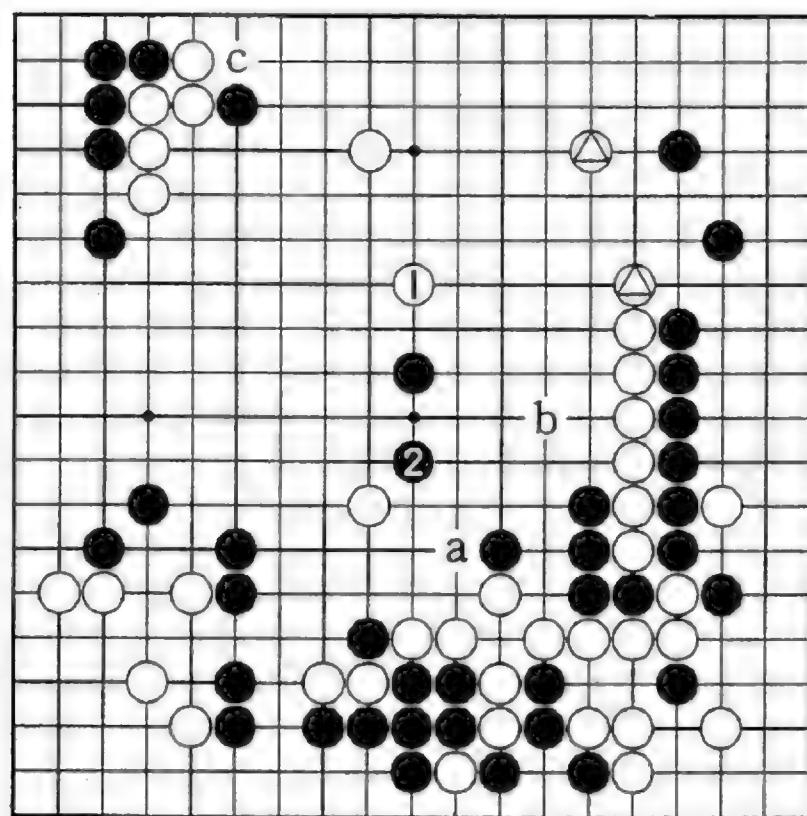
Yoda: 'While eating lunch, I was calculating the territorial balance. I thought that White's prospects were good. But how good? From Black's point of view, how much komi could he give. Even without a komi, I wouldn't want to be playing the black position. Black can't give any komi. On the board, White was a bit ahead.'

Because the white cut at A would force Black B, Black has to crawl all the way to 75 before he can slide to 77. But now the five black stones are left behind, isolated in the center, and White's chances of winning are very good.

Yoda: 'This game turns into a loss for me. Being an optimist, I was probably overestimating my chances. I thought I had a huge advantage, but it probably wasn't that great.'

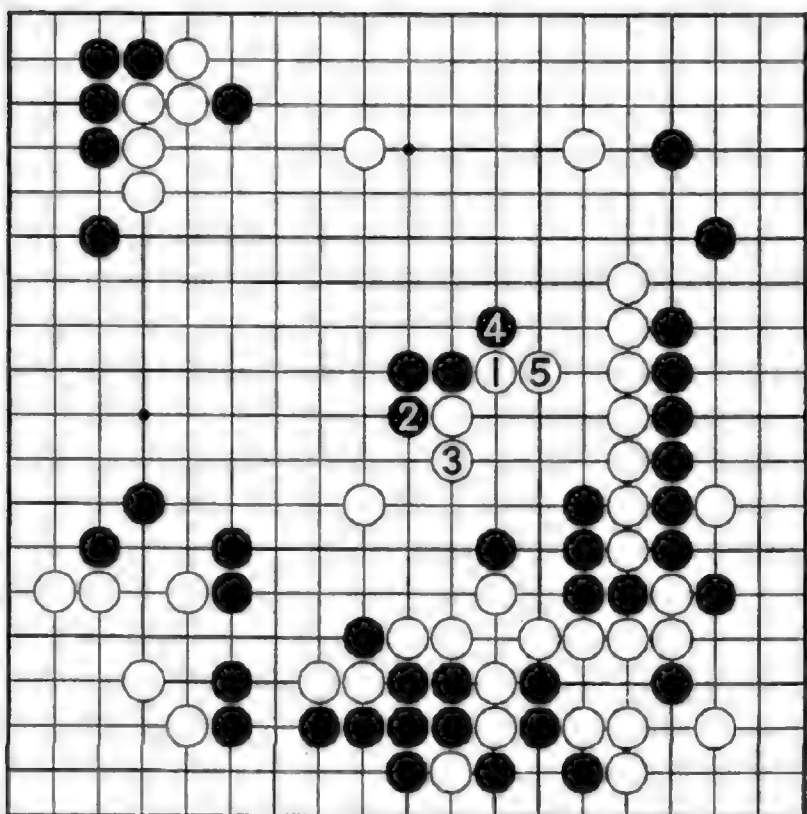
Black 79 sort of erases the center, but White 80 goes for the territory there.

At that point Go Seigen came into the press-room and suggested White 1–Black 2 in *Dia. 12*.



Dia. 12

Yoda: 'I thought that Black 2 made the game problematic for me. I had no confidence I could win.' Black 'a' is sente, so Black easily secures several points with 'b'. Once Black pulls out his stones, the thinness of White's marked stones becomes worrying. Black would also threaten to pull out his stones at the top left with 'c'.



Dia. 13

Yoda regretted White 82. 'I should have hane at 1 in *Dia. 13*. White is thicker here than in the game.'

Black switches to the top with 89 and already White's position is becoming precarious. After 91 and 93, White is faced with problems. White has to come back and defend with 100; this is unnatural.

Black could not simply connect at C instead of 99 if he was going to force White to rescue his stones in the center with 100. However, Black still has to play 101 if he is to threaten the four white stones at the top right.

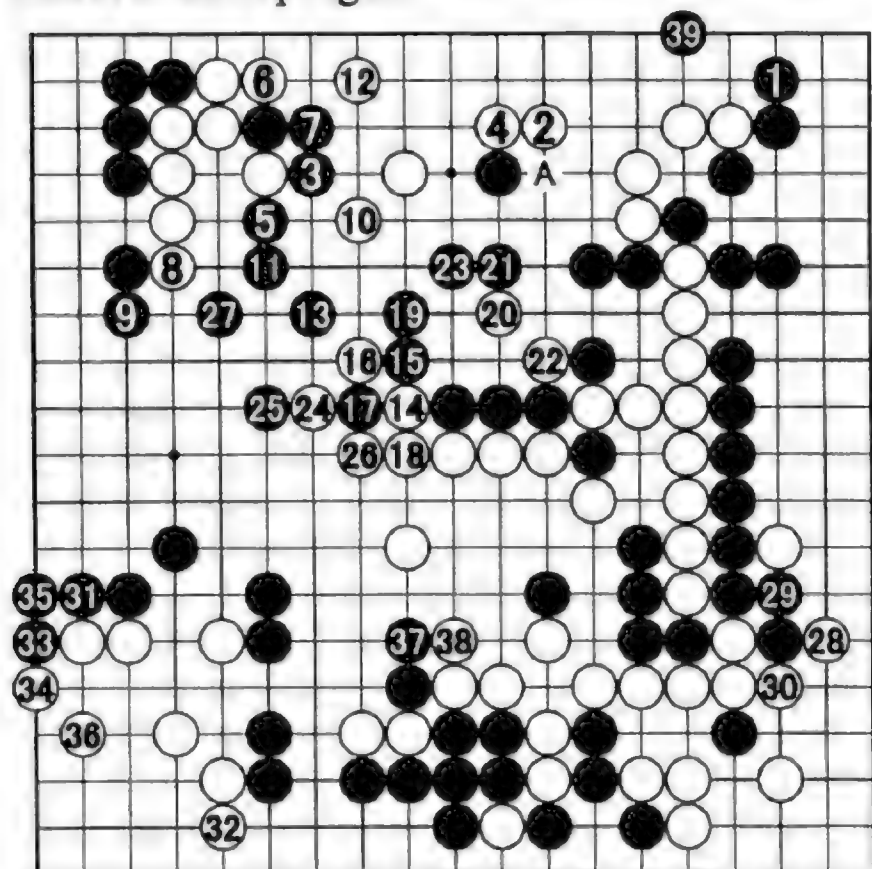
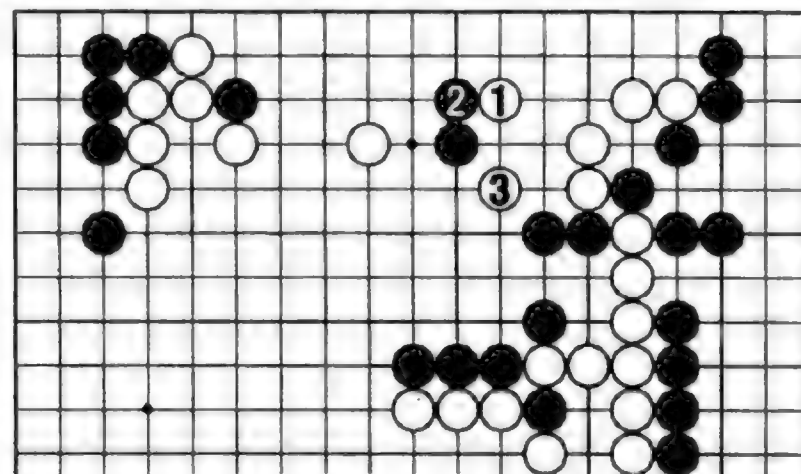


Figure 4 (102-139)

Figure 4 (101-139). Black's position improves.

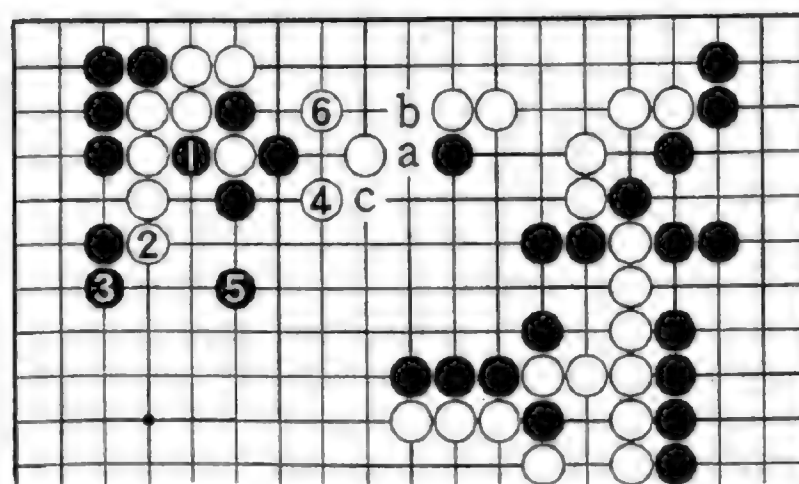
After Black 1, White still has the initiative, but Yoda thought that he did not have an easy win.

'Black 3 is aiming at the aji of pressing at A, so I thought that I had no choice but to link up with 4. If Black blocks at 2 in *Dia. 14*, White will jump to 3 and his stones can escape.'



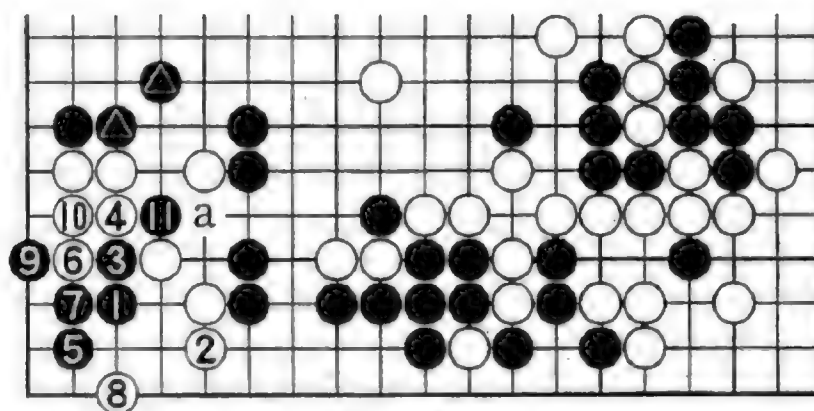
Dia. 14

Yoda: 'Instead of Black 7, capturing a stone with 1 in *Dia. 15*, making a ponnuki, would have been better. If White omits 4, Black would bump at 'a', followed by the exchange of White 'b' for Black 'c', and Black would be plastered against the top. Up to White 6, I think Black is far better than in the game.'



Dia. 15

With the hane of White 14, Yoda thought that White's position had improved, but that was not the case.



Dia. 16

When Black blocked at 31, White had no choice but to descend to 32. If White plays elsewhere, Black 1 in *Dia. 16* is worrisome. White 'a' is ineffective, as it comes too late. If White resists by descending to 2, Black kills White with the sequence to 11.

Black 31 almost certainly forces White to descend to 32, so 31 is sente. Yoda belatedly realized that the marked stones in *Dia. 16* (27 and 29 in *Figure 1*) were good moves.

Up to 36, the game is close, but Black 39 is the losing move.

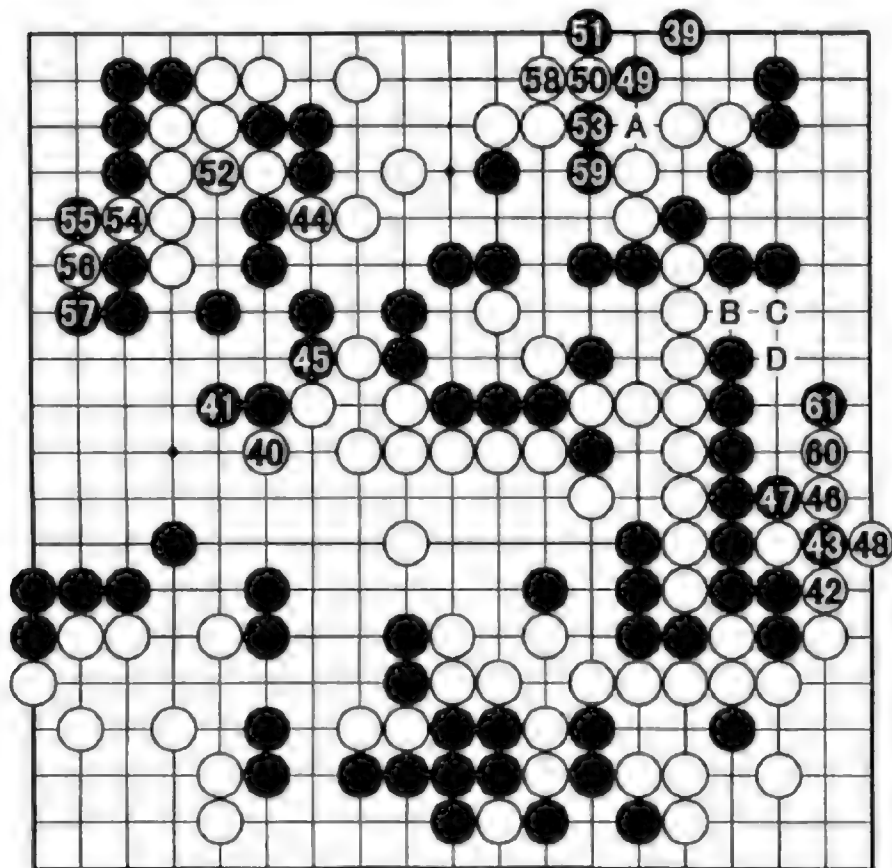


Figure 5 (139-161)

Figure 5 (139-161)

White 42 was a big move. If Black blocked at 42, the game would be close. The examination of the game on that day showed that Black's position was very good. Yoda thought that White was ahead, but that was not the case. The reason was that he was forced to play 100 in *Figure 3*. That was Rin's big success in this game.

After White 46 and 48, Black can't block at 60, so he gets no territory on the right side. Therefore, he comes roaring in with the diagonal move of 49 at the top right.

Instead of connecting at 52, it would have been better to answer 51 with White A. Taking the profit at the top with 52 was shortsighted.

Since White threatens to cut through with the sequence White B-Black C-White D, Black has no choice but to defend with 61. White is playing a very good endgame.

Figure 6 (162-204). Abundant ko threats

Yoda: 'We were both already in byo-yomi, and I was starting to panic. Instead of 62, I should have played 1 to 7 in *Dia. 17*. I knew that the cut was

good, but I played the moves in the wrong order. If Black plays 2, White saves his stones with the sequence up to 7. If Black 2 at 3, the move of Black 'a' disappears because White would no longer be short of liberties.'

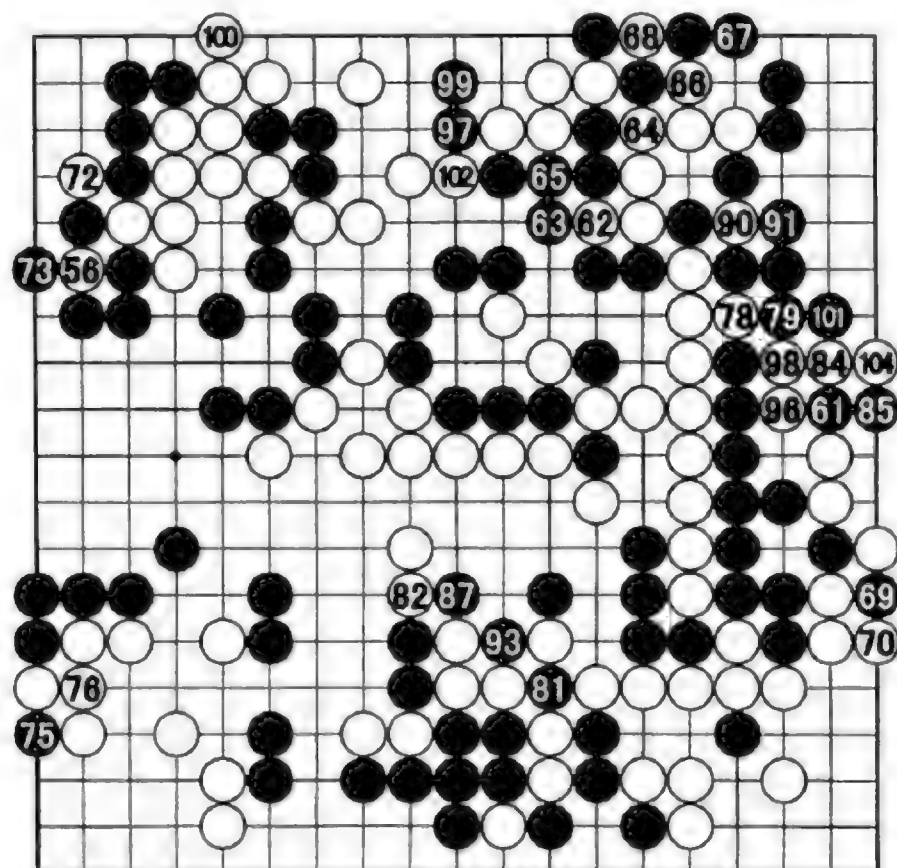
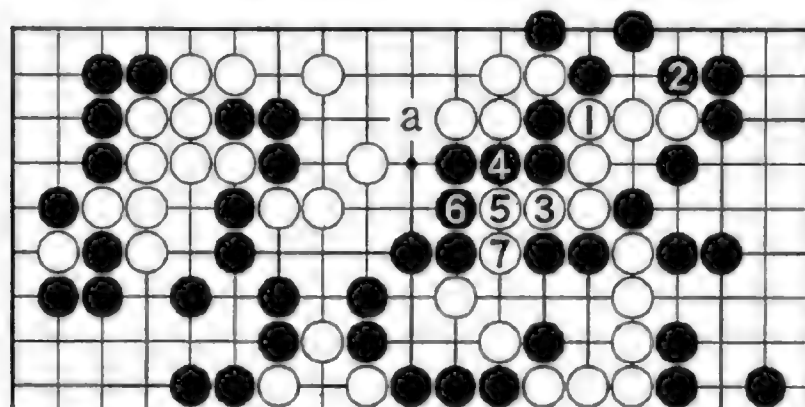


Figure 6 (162-204)

71, 77, 83, 89, 95: takes (above 64);
74, 80, 86, 92: takes (at 68); 88: takes (below 81); 94: connects (at 81); 103: connects (at 68)



Dia. 17

Yoda: 'In *Figure 5*, I played White 54 and 56 to gain time in byo-yomi even though I knew that these moves lost ko threats and that a ko was coming. I was lucky to have abundant ko threats.'

Black 81 to 87 were ko threats that lost points.

Black connects the ko with 103 and captures ten stones in the top right, but White takes the right side with 104. White came out the better in this exchange.

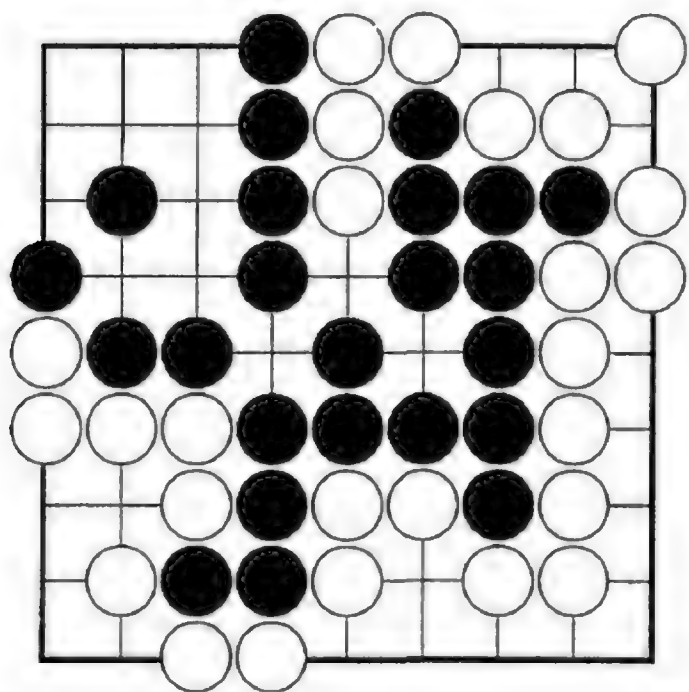
Black resigns after White 204.

(Game Six from *Gekkan Go Warudo*, January 2002. Translated by the editor.)

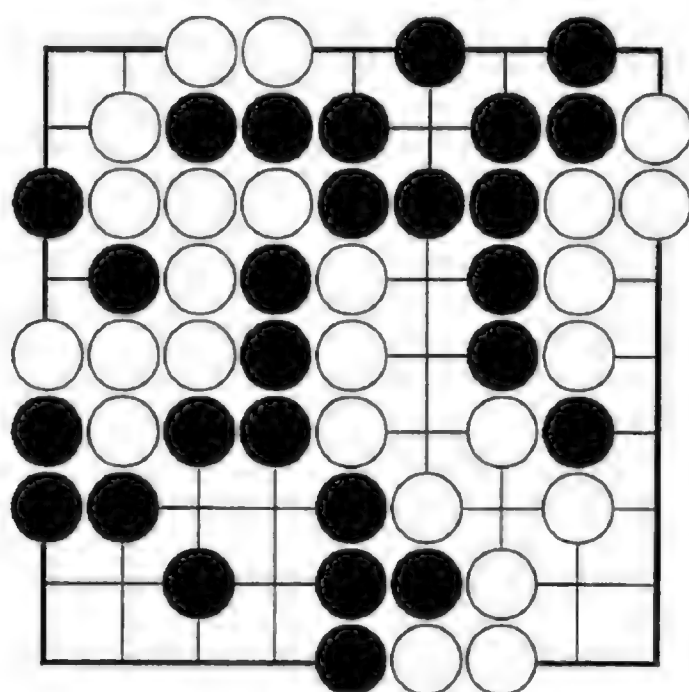
Find the Defects

In each of the following ten diagrams there are two defects in White's position. Find these defects and the moves that exploit them. If you are a dan-level player, you should be able to spot them within seconds. If you are a high-kyu player it might take you a bit longer, but they are not hard, and, with a bit of concerted effort, you should be able to find them. All of the moves utilize basic go techniques. Answers start on page 56.

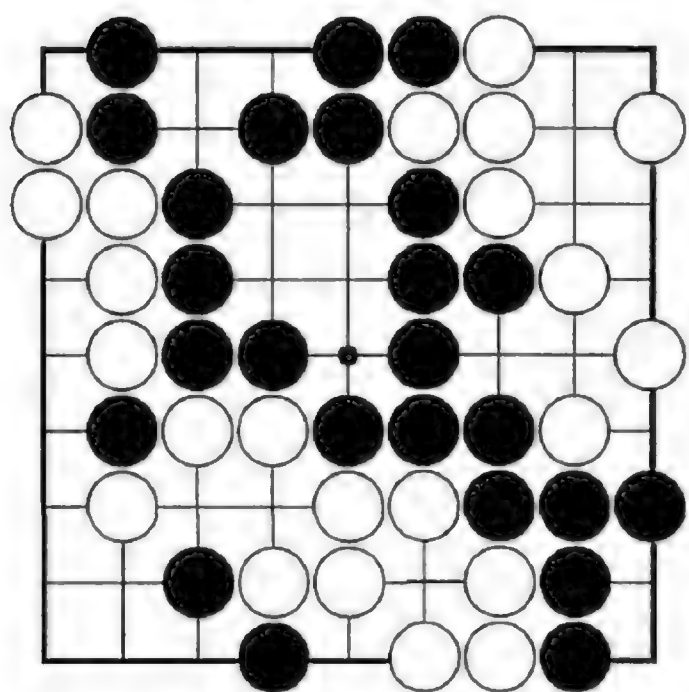
Problem 1



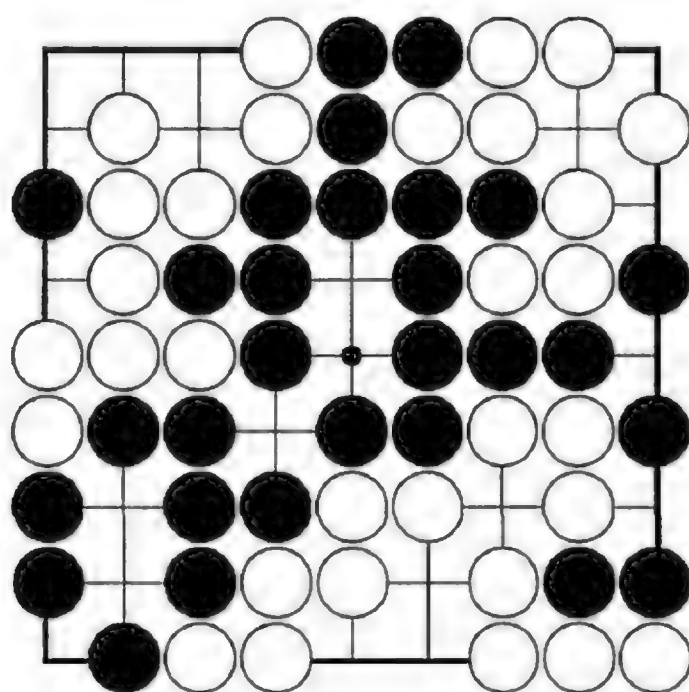
Problem 2



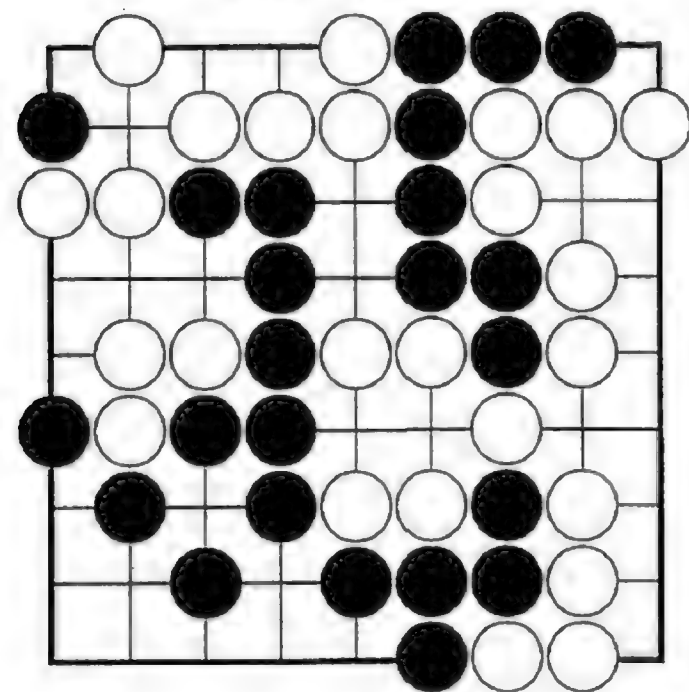
Problem 3



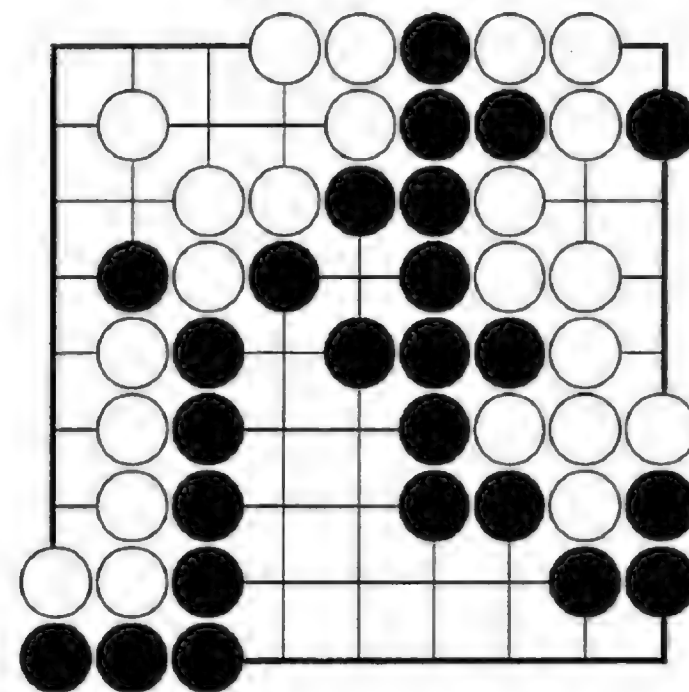
Problem 4



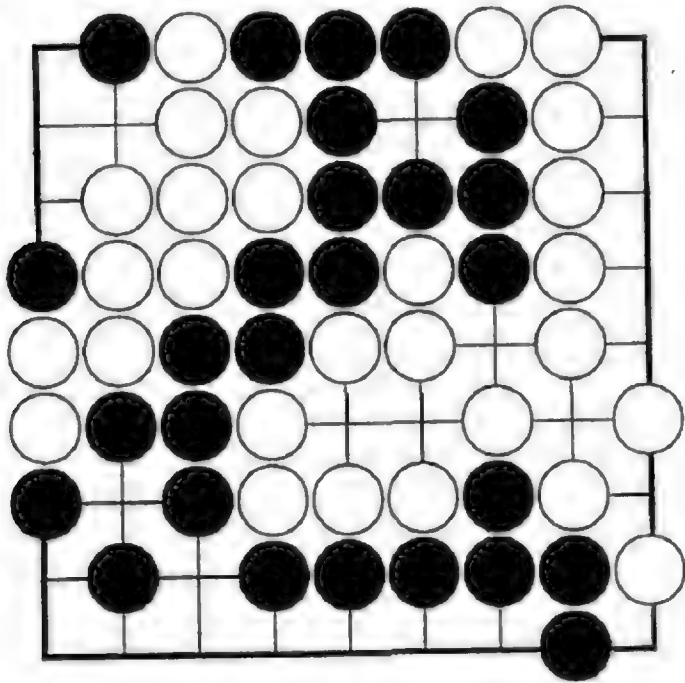
Problem 5



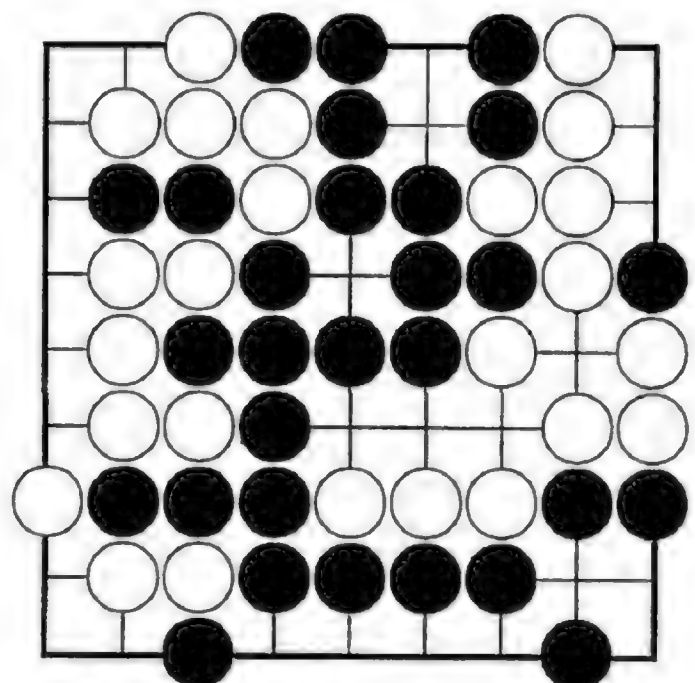
Problem 6



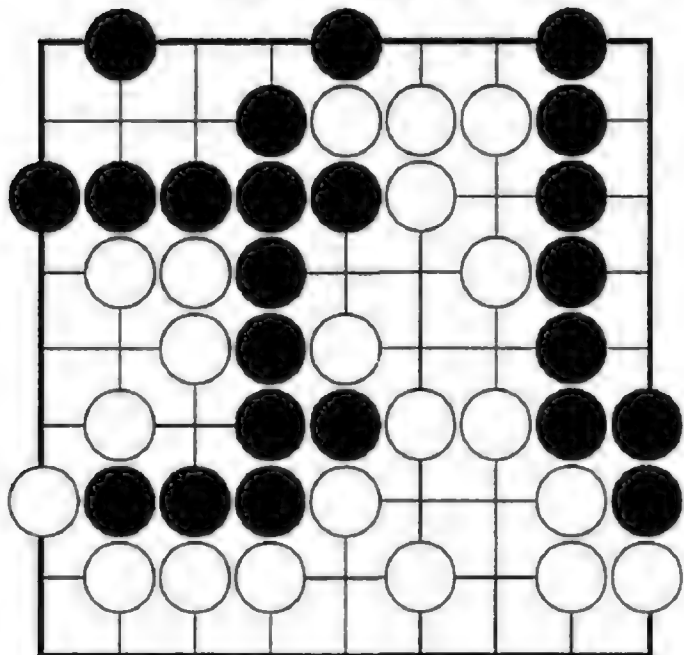
Problem 7



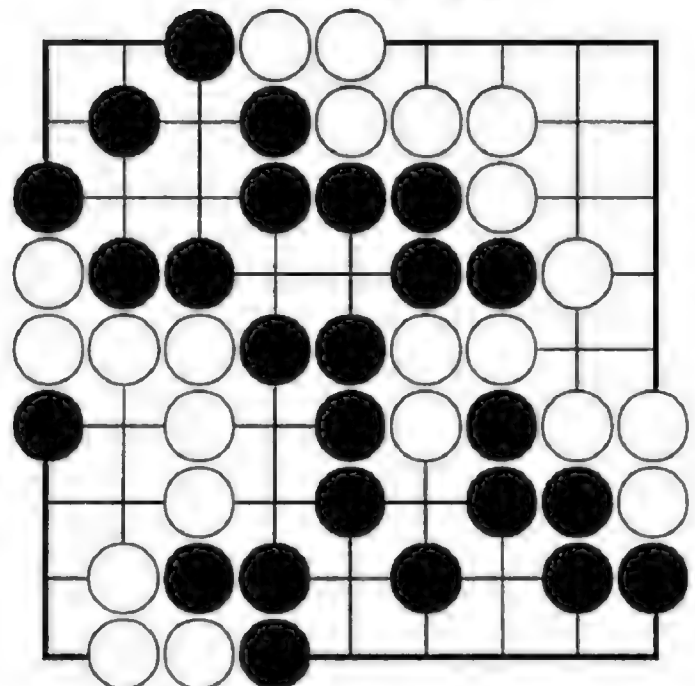
Problem 8



Problem 9



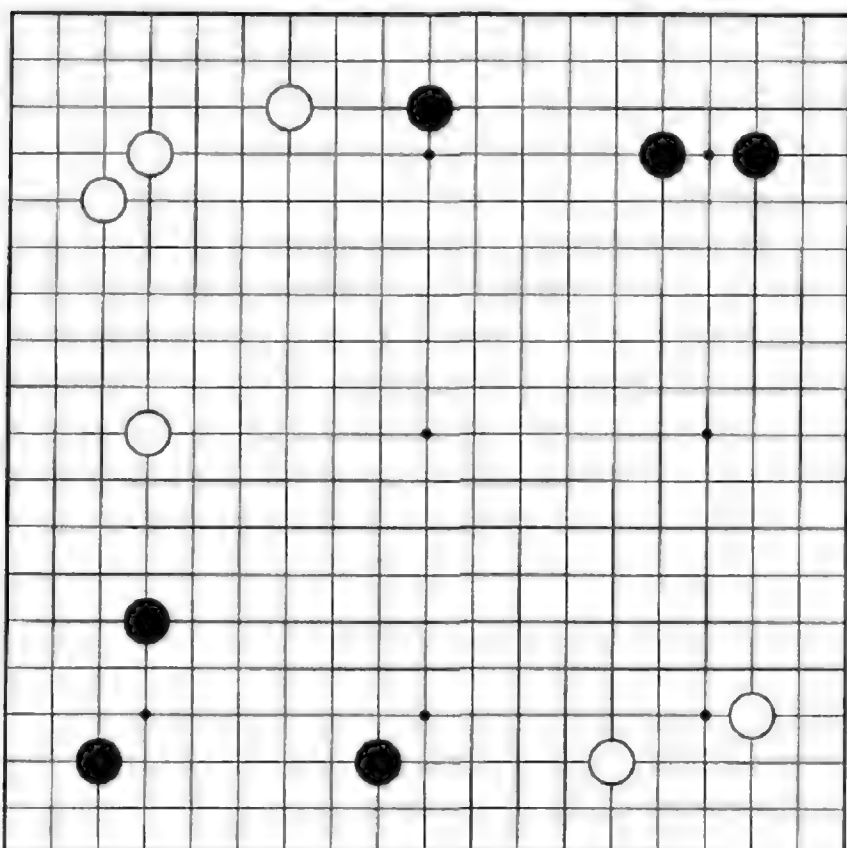
Problem 10



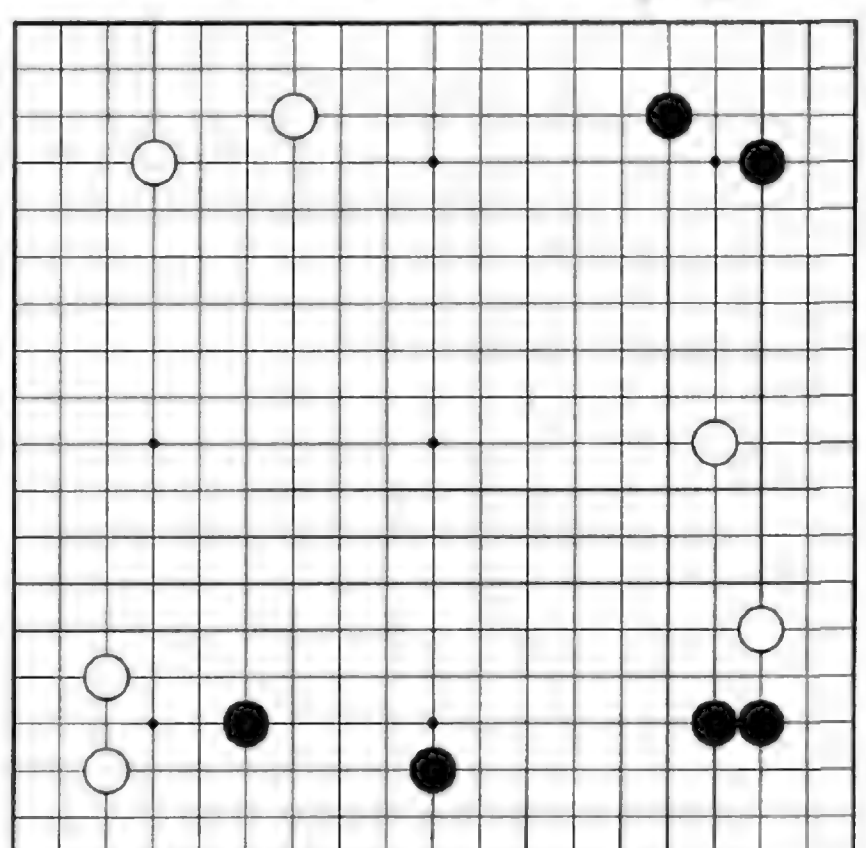
Eight Opening Problems

These eight problems can be solved utilizing basic opening principles that every kyu player should understand. Answers start on page 58.

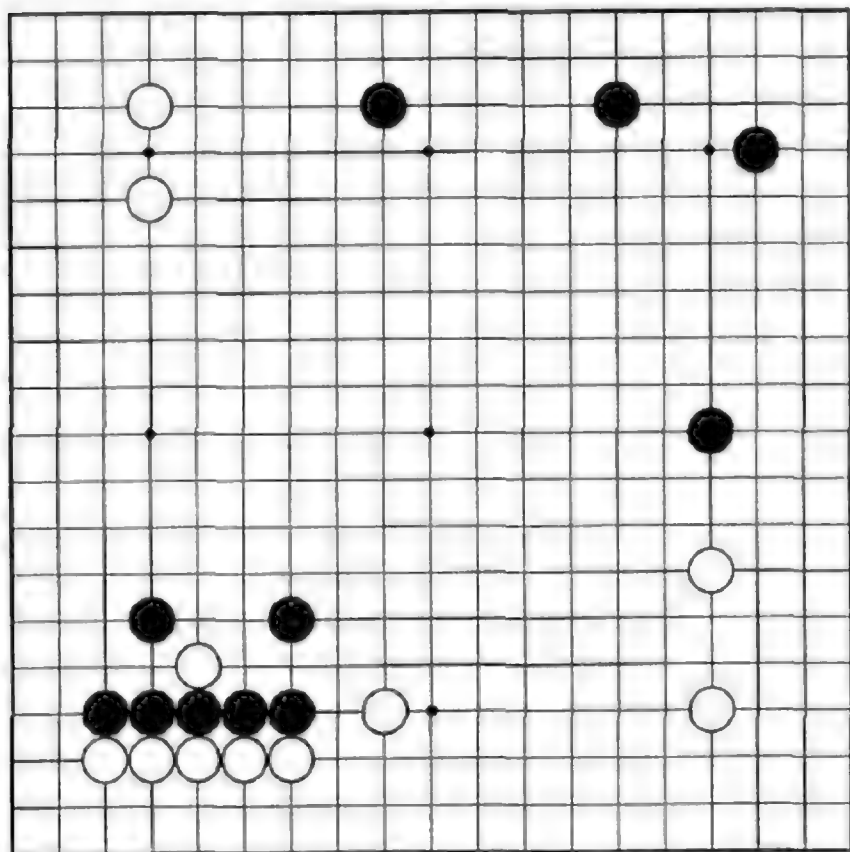
Problem 1. Black to play



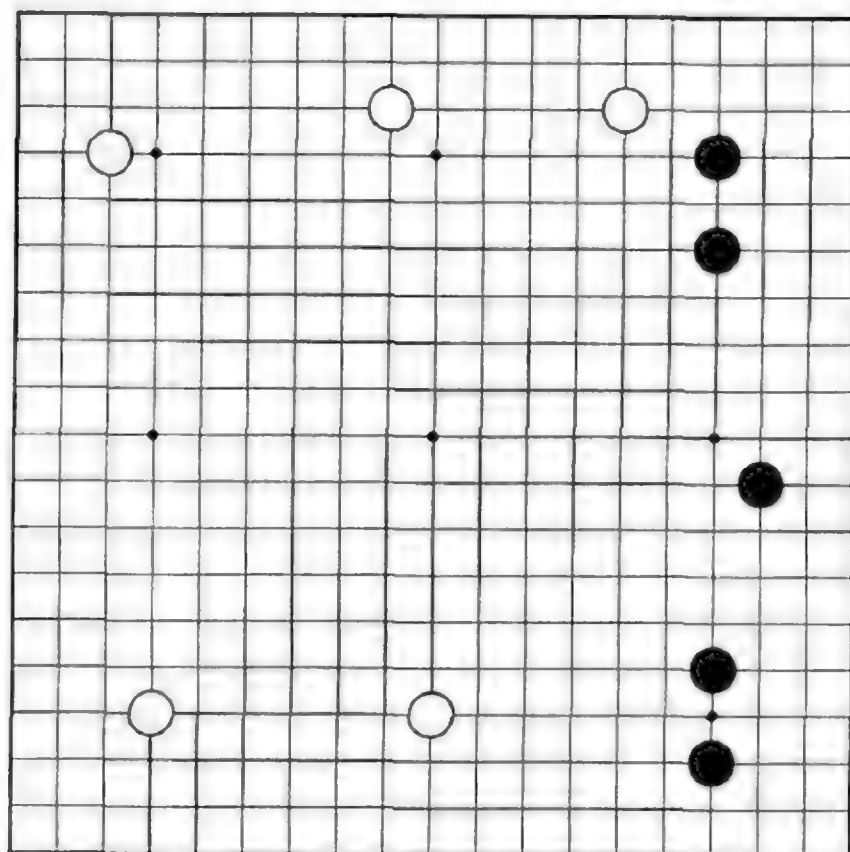
Problem 2. Black to play



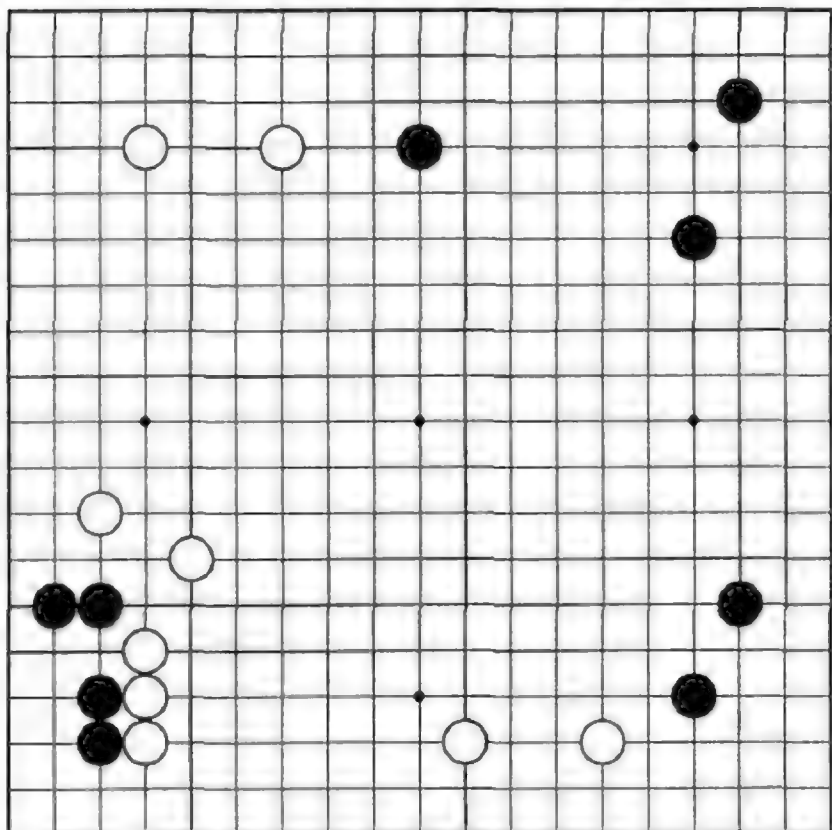
Problem 3. Black to play



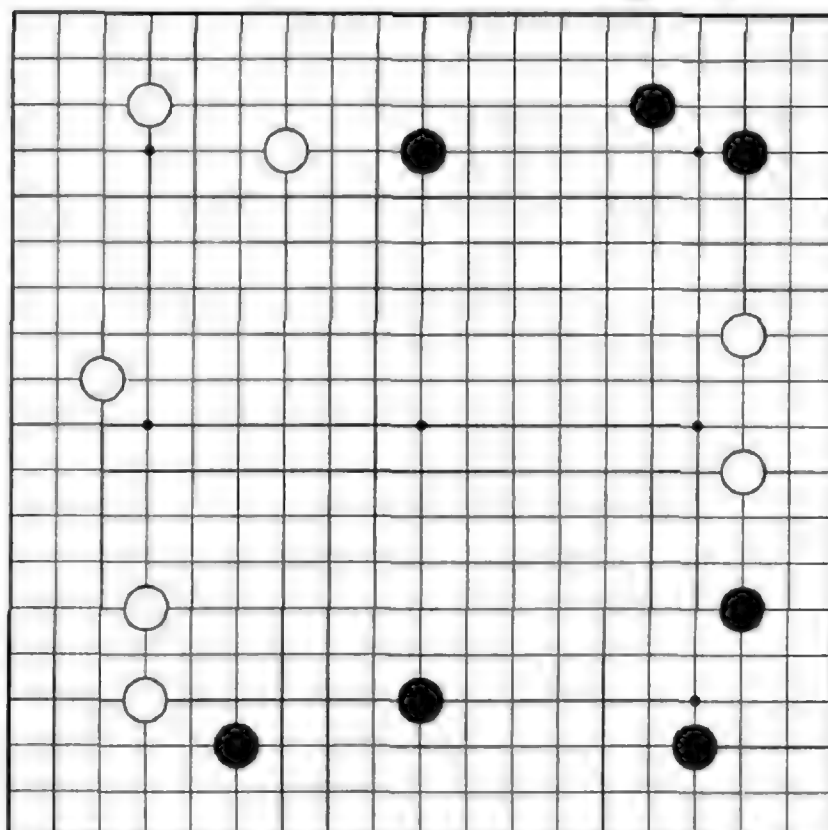
Problem 4. Black to play



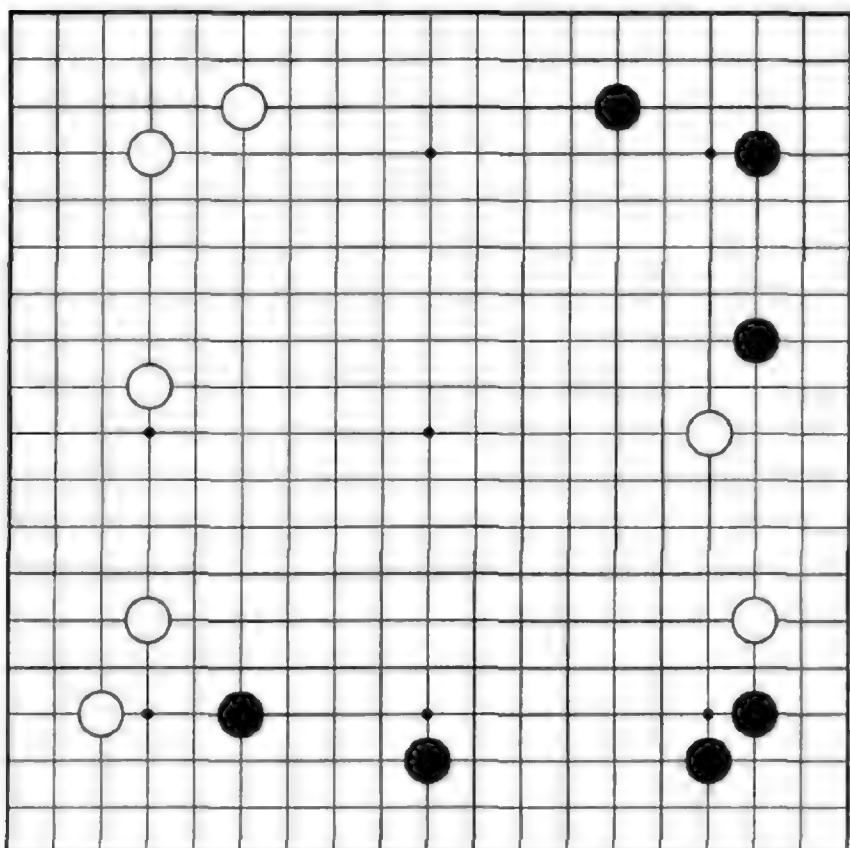
Problem 5. Black to play



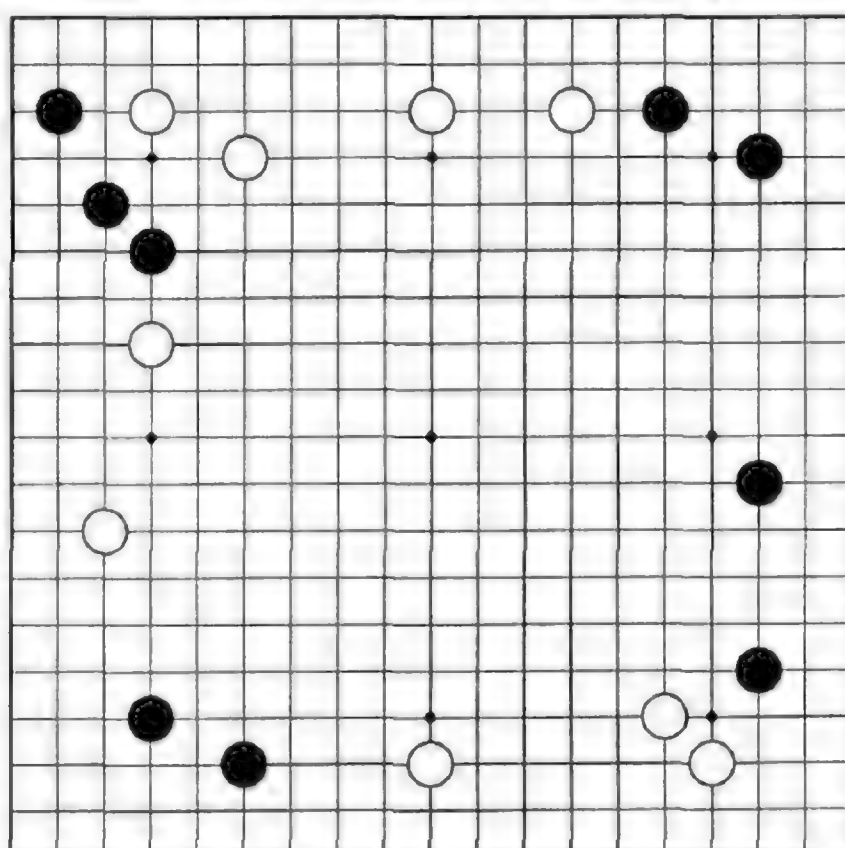
Problem 6. Black to play



Problem 7. Black to play

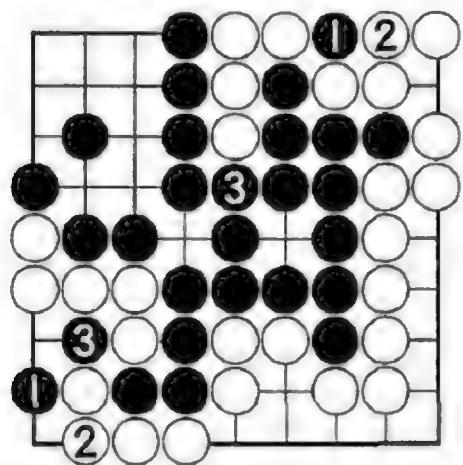


Problem 8. Black to play



Find the Defects: Answers

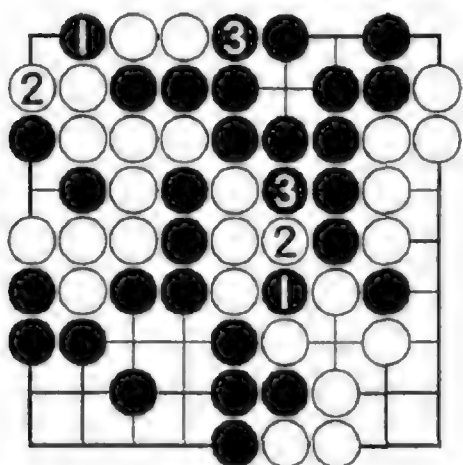
Problem 1



The defects are in the upper right and the lower left corners. In the upper right, Black throws in at 1, then ataris with 3. White can't connect because he is short of liberties, so Black can capture four stones.

In the lower left, Black clamps with 1, threatening to start a ko at 2. White can't fight the ko because Black has more ko threats, so he connects with 2. Black 3 next captures five stones in a snapback.

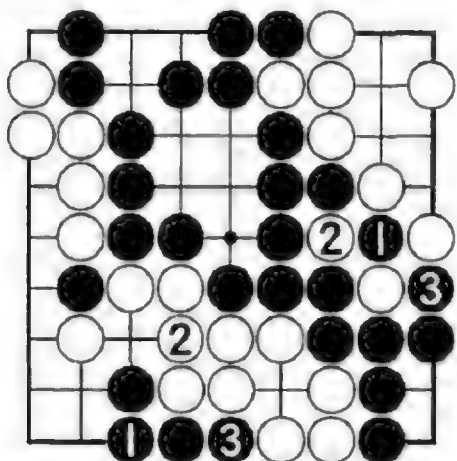
Problem 2



The defects are in the upper left corner and in the center right. In the upper left Black throws in at 1, forcing White to play 2. Black next captures two stones with 3. If White captures 1 with 2, Black will connect his two stones in the upper left and the white stones there will die.

In the center right, Black ataris with 1. After White captures with 2, Black ataris with 3 and White can't connect at 1 because he is short of liberties, so Black will capture four stones.

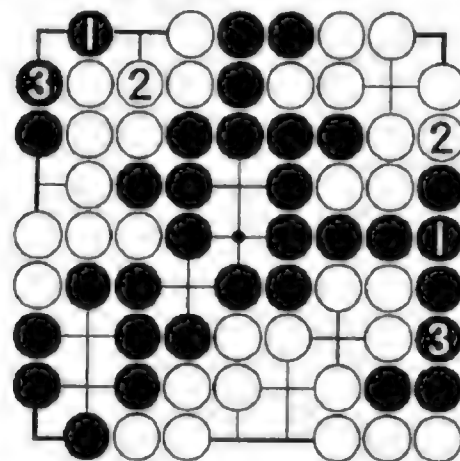
Problem 3



In Problem 3, the defects are on the right side and the bottom. On the right side, Black throws in at 1. After White captures, Black ataris with 3. White can't connect at 1. If he does, he will lose all his stones in the upper right corner.

At the bottom, Black connects at 1, forcing White to retreat to 2. Black then ataris with 3. White can't connect because he is short of liberties.

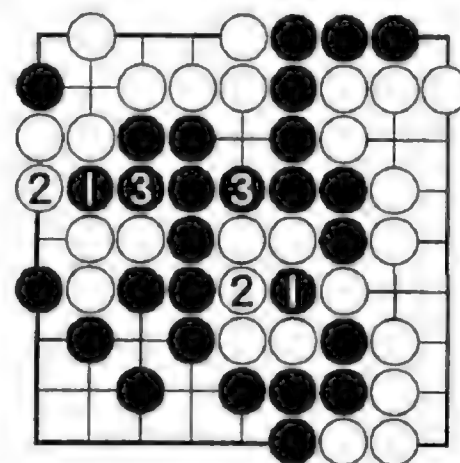
Problem 4



The defects are in the upper left corner and on the right side. In the upper left, Black attaches at 1, threatening to capture two stones in a snapback. White must connect at 2, but Black 3 sets up a bent-four-in the corner, so White's stones are dead.

On the right side, Black connects at 1, forcing White to defend his corner with 2. Now Black can link up with 3. This move puts three stones into atari. However, White must make two eyes for his stones at the bottom, so Black will capture these three stones.

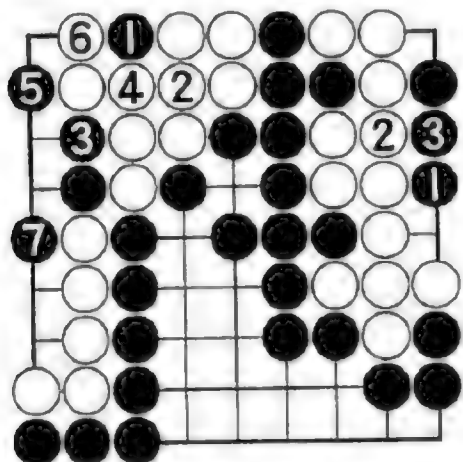
Problem 5



The defects are on the left side and in the center. On the left side, Black plays 1 and 3. White loses three stones because he is short of liberties.

In the center, Black throws in at 1. If White captures with 2, Black ataris three stones with 3. White can't connect at 1 because he is short of liberties, so Black will capture five stones on that point.

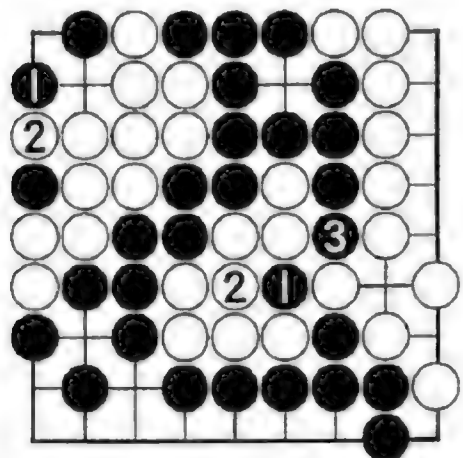
Problem 6



White has defects on the left and right side. On the left side, Black first ataris with 1. He then ataris with 3 and 5. After Black 7, all the white stones on the left side are short of liberties, so White can't approach. But Black can atari one point below 7 any time he wants, so the white stones on the left side are all dead.

On the right side, Black attaches at 1. White can't fight a ko, so he connects at 2. After Black connects with 3, White's stones in the corner are alive in a seki, but White has lost the territory there.

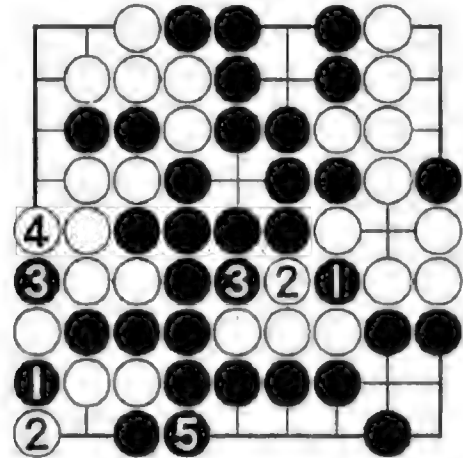
Problem 7



White has defects in the upper left corner and the lower right. In the upper left, Black 1 turns the corner into a seki.

In the lower right, Black throws in with 1 and ataris with 3. White is short of liberties, so he can't connect at 1: Black loses eight stones.

Problem 8

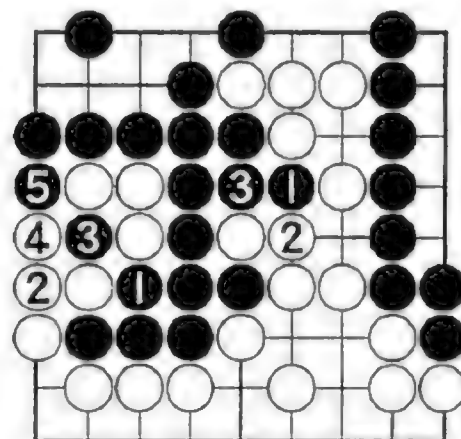


White has defects in the lower left corner and the lower right. In the lower left, Black reduces the liberties of White's stones by throwing in with 1

and 3. He then connects with 5. After this, White can't save his three stones in the corner.

On the right, Black throws in with 1 and ataris with 3. White can't connect at 1 because he is short of liberties, so White will lose four stones.

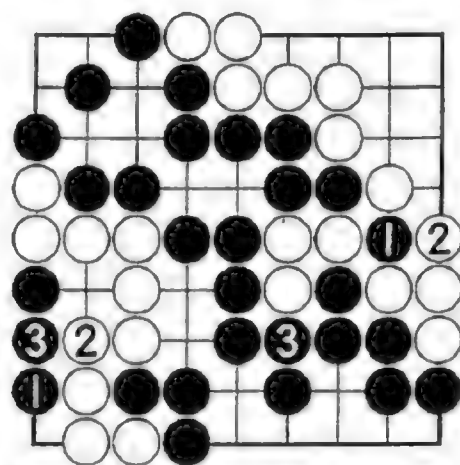
Problem 9



White has defects on the left and the center right. On the left, White must answer Black 1 with 2, but Black can still capture three stones after playing 3 and 5. After 5, White can't connect at 3 because he is short of liberties.

On the right, Black plays 1 and 3. Now Black can't save his four stones in the top right.

Problem 10

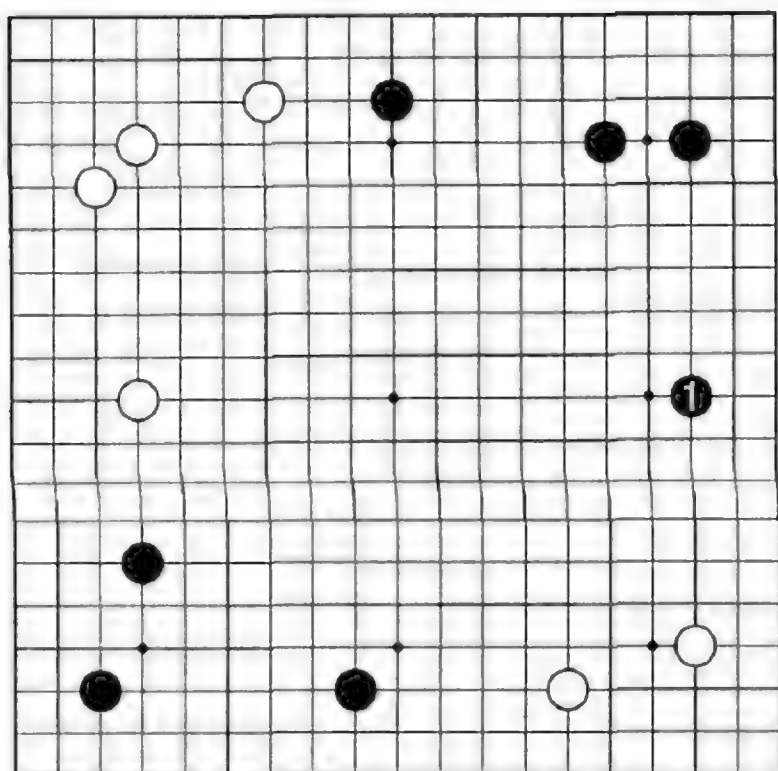


White has defects in the lower left corner and the right side. In the lower left, Black 1 threatens to cut at 2, White must defend there. But after Black 3, the corner becomes a seki. White lives, but he doesn't get any territory there.

On the right, Black throws in with 1 and ataris with 3, White can't connect at 1 because he is short of liberties, so he loses three stones.

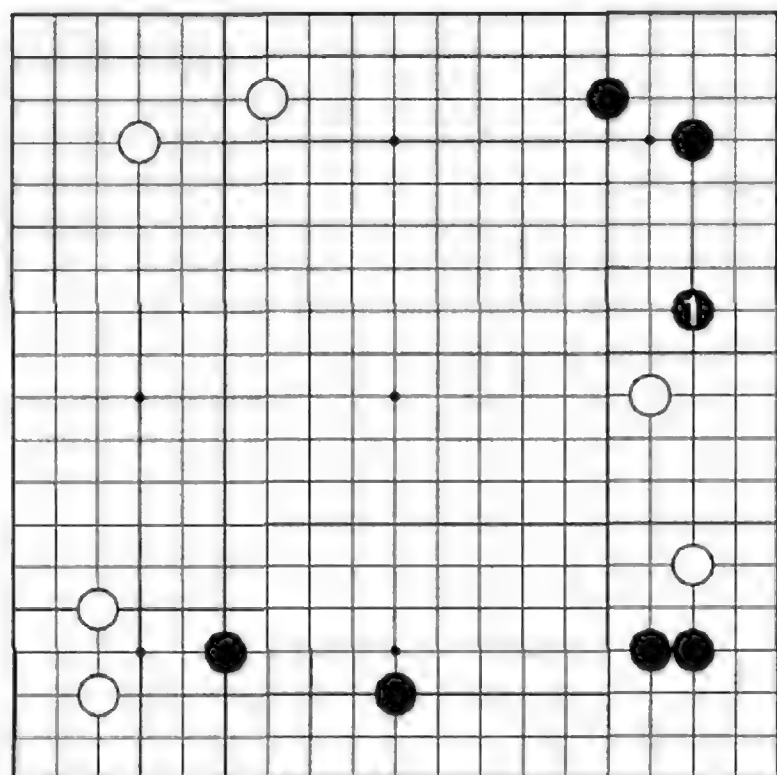
Adapted from *Igo Mirai*, December 1999.

Eight Opening Problems: Answers



Problem 1. Answer

The black and white corner enclosures are glaring at each other across the right side. Whichever side plays here first will take the initiative. By playing 1, Black extends from his corner enclosure and limits the extent of a white extension from the enclosure below.

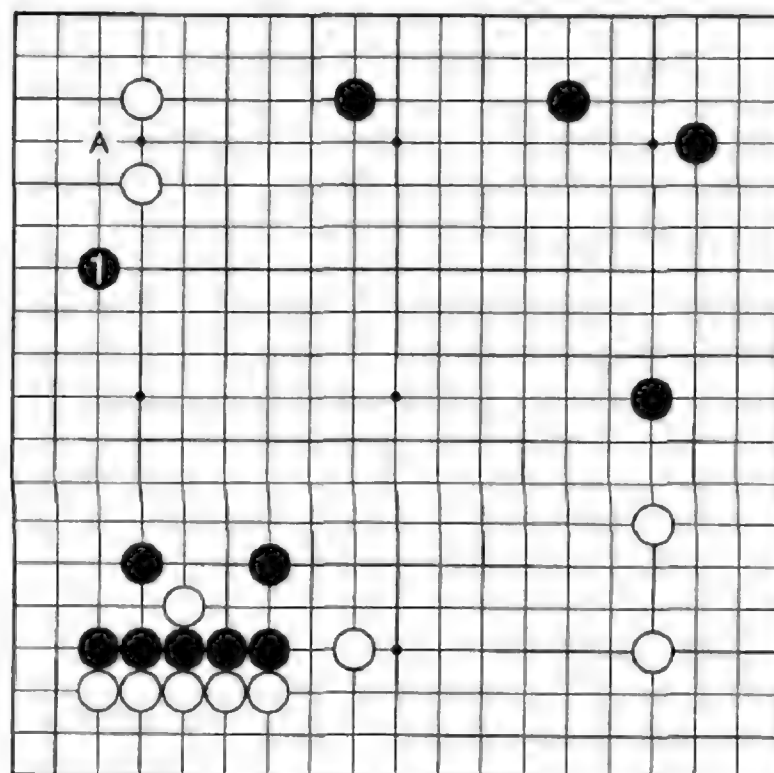


Problem 2. Answer

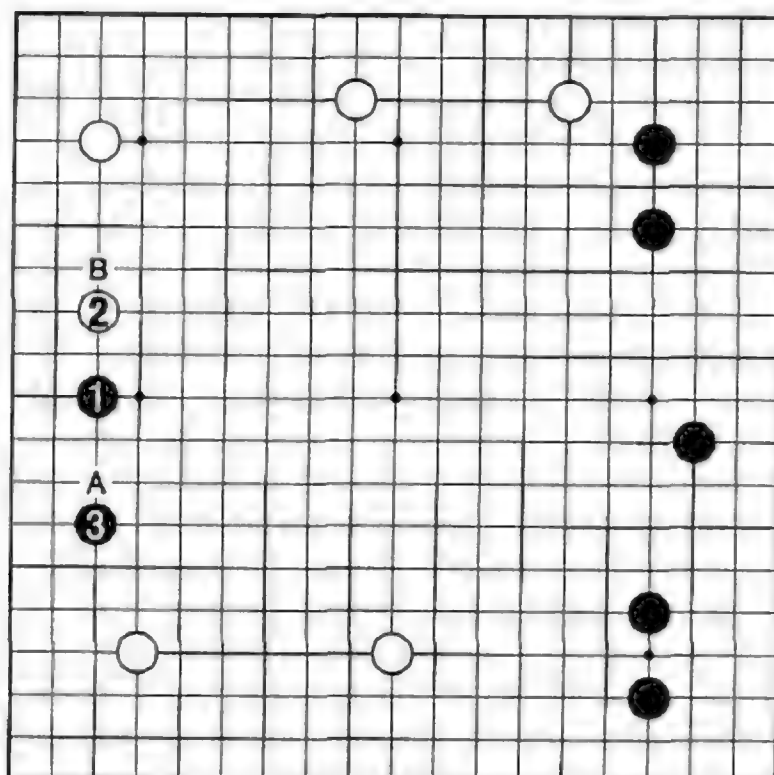
Black extends from his corner enclosure and aims to up root White's stones with an invasion.

Problem 3. Answer

Black is very thick on the lower left. In such cases, you should extend as far as possible. Here, Black 1 not only extends, it also aims at A, the weak underbelly of White's corner enclosure.



Problem 3. Answer

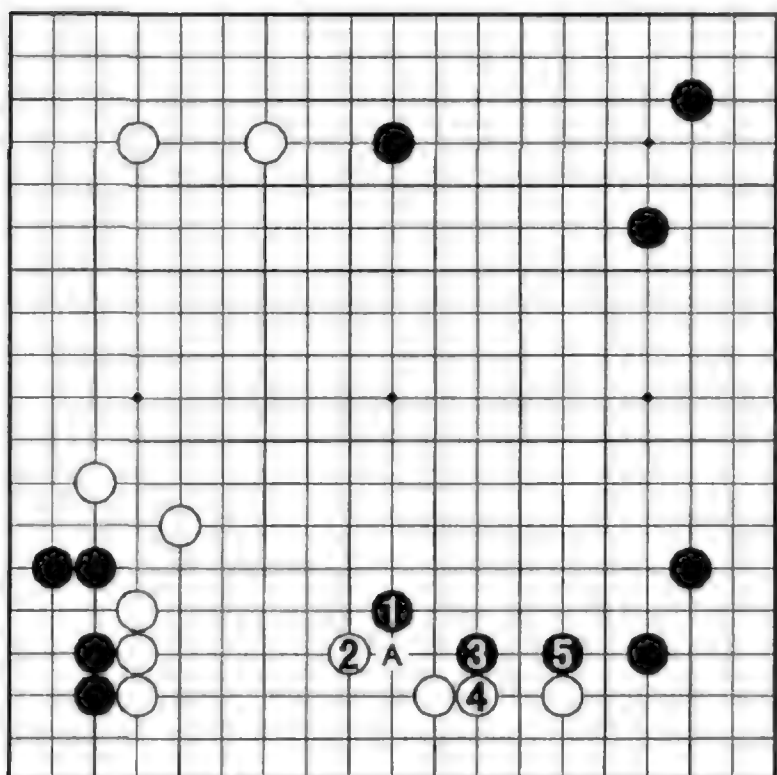


Problem 4. Answer

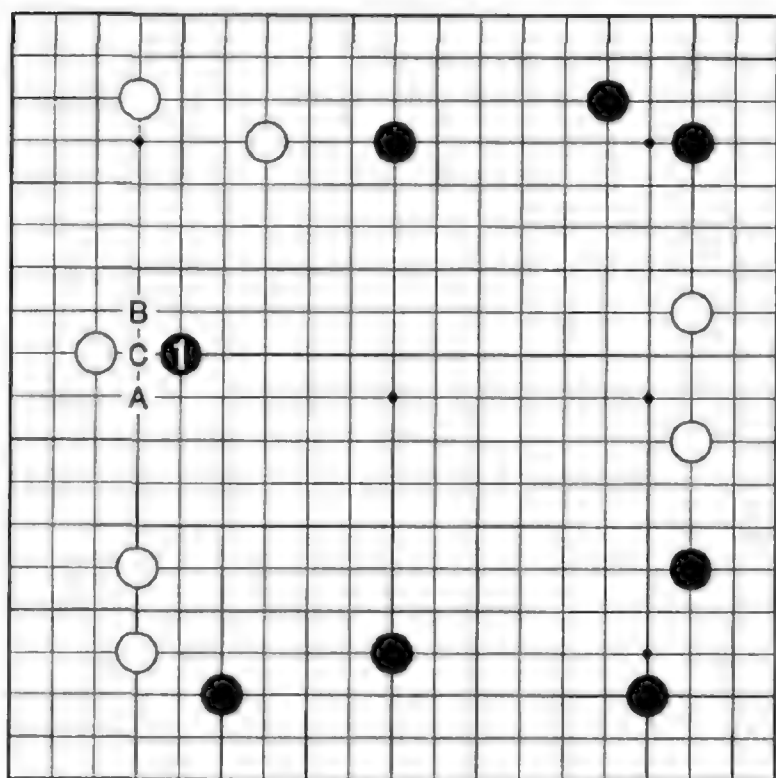
White has staked out the top and bottom, but the left side is wide open and Black must establish a presence there before White can reinforce. Black 1, in the middle of the left side, is the ideal point. If White attacks this stone with 2, Black can extend to 3. If White A, Black B.

Problem 5. Answer

Black must erase White's moyo before it gets too big. The knight's move of Black 1 is a good way to do this. If White responds with 2, the sequence to 5 cuts White's moyo down to size, and Black develops influence facing the top. The shoulder hit of Black A is also possible.

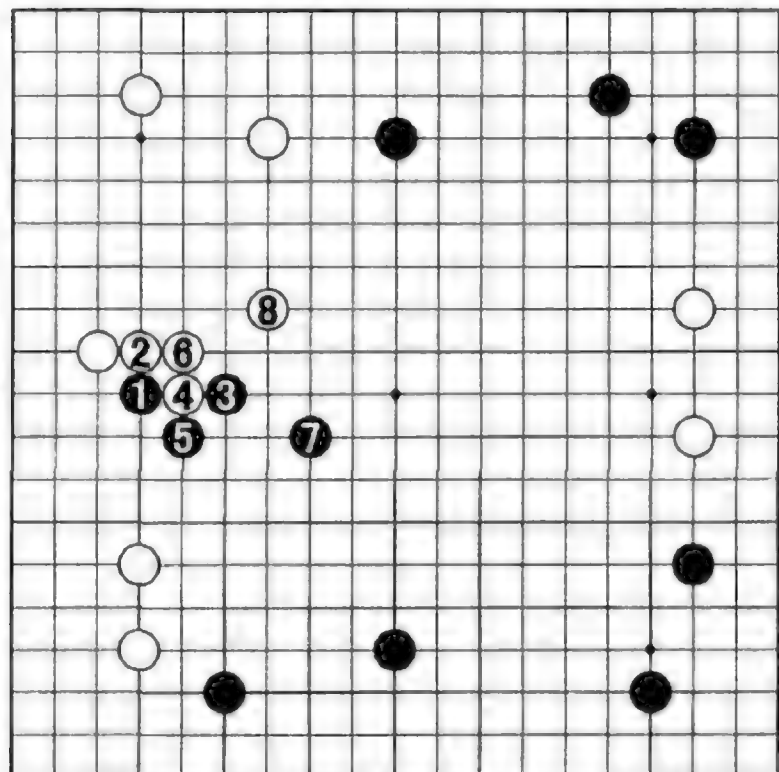


Problem 5. Answer



Problem 6. Answer

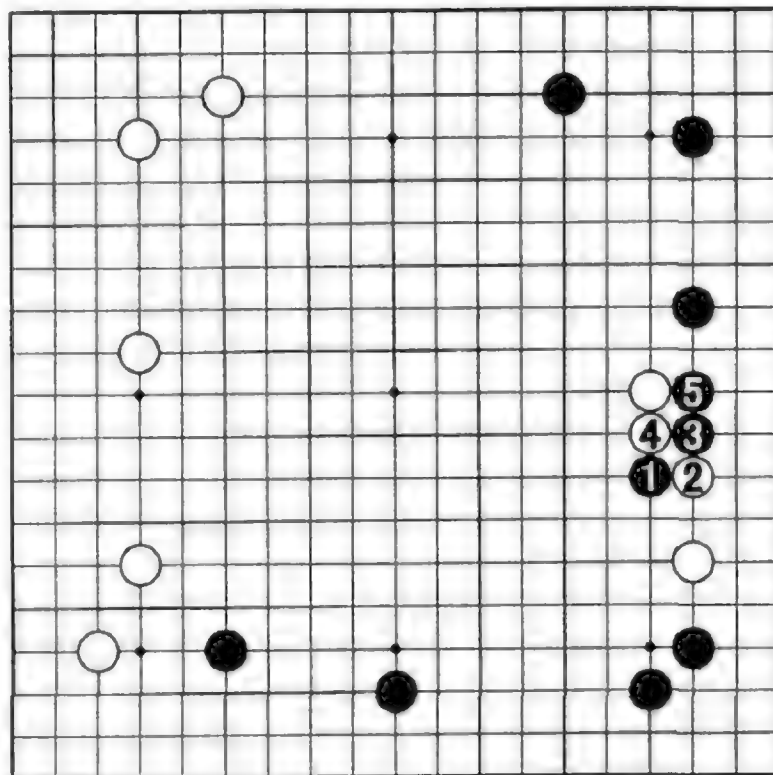
Black should cap with 1. In this position, Black would not play a shoulder at A or B because White would push up at C, making territory on one side or the other. For example —



Problem 6. Variation

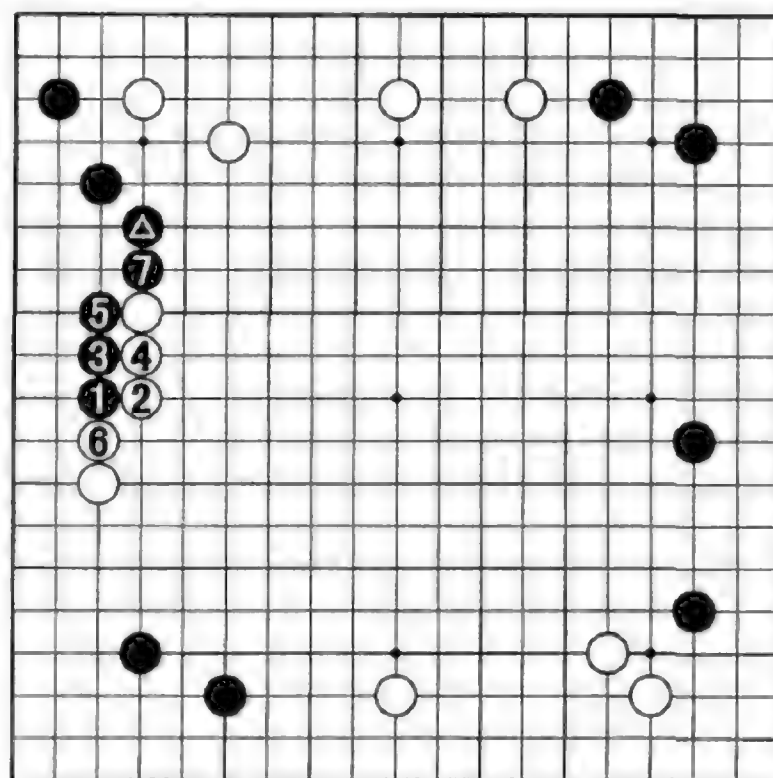
Problem 6. Variation

If Black makes a shoulder hit at 1, White will push up at 2. After the sequence to 8, White has built a moyo in the upper left.



Problem 7. Answer

Black must invade on the fourth line with 1. If White answers with 2, Black links up to his stone above with 3 and 5. Black's stone at 1 splits White's stones in two, so White will have a hard time stabilizing them.



Problem 8. Answer

Invading on the third line is the best move. Black does not invade on the fourth line as in Problem 7 because the marked stone here is on the fourth line. The sequence continues to Black 7.

(From *Five Hundred and One Opening Problems*. To be published by Kiseido in June 2002.)

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The Go Player's Almanac 2001

Edited by Richard Bozulich

Nearly a decade has passed since the first edition of *The Go Player's Almanac* was published. During that time momentous events have occurred in the go world, in particular, the proliferation of international tournaments and the emergence of Korea, with Yi Ch'ang-ho leading the charge, as the pre-eminent go power on the planet. To cover these new developments, *The Go Player's Almanac* has been completely revised and expanded. Many additions have been made to the biographical section, tournament lists, and the glossary of go terms, making it the most comprehensive reference work on go ever written, containing everything you might want to know about the game. It is a book that belongs on every go player's bookshelf. Here are some of the topics you will find within its pages:

- Go's origins, its history and philosophy;
- a complete who's who of current and historical players in China, Japan, Korea, and Taiwan;
- how to become a professional go player;
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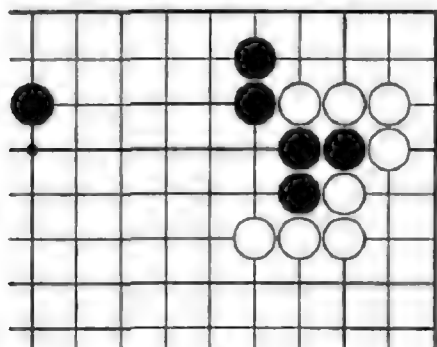
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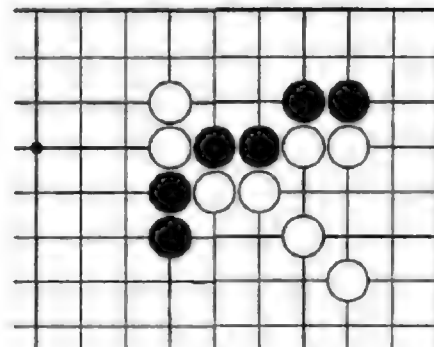
Making Good Shape

Recognizing and knowing how to make good shape is a basic technique that every go player aspiring to get strong must master. Knowing the shape move in a game position can save you a lot of thinking time because it will, more often than not, be the best move. Black is to play in the following ten problems. Find the move that makes good shape for Black or forces White to make bad shape. Answers start on the next page.

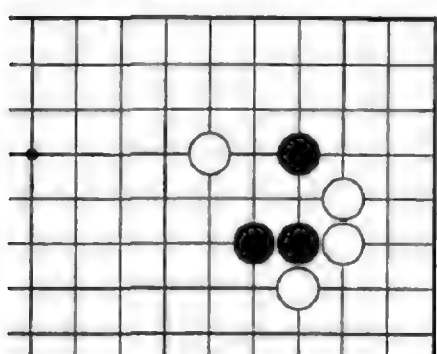
Problem 1



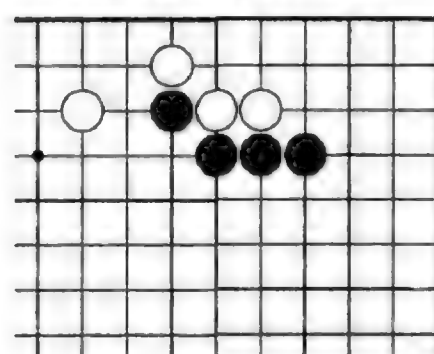
Problem 2



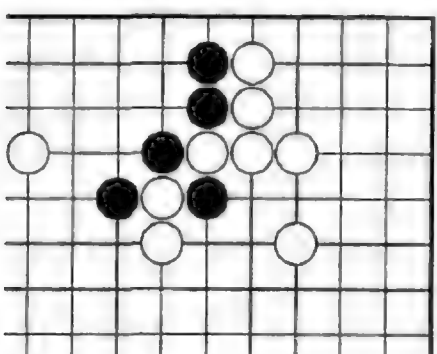
Problem 3



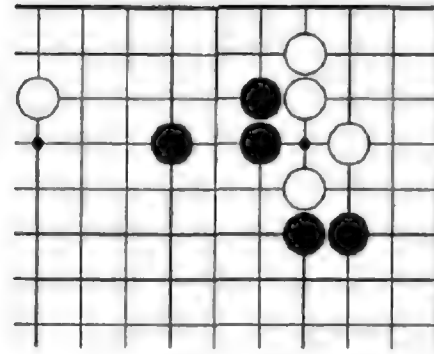
Problem 4



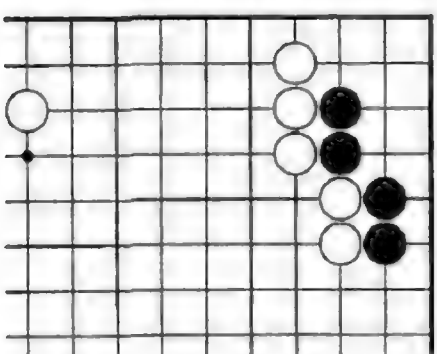
Problem 5



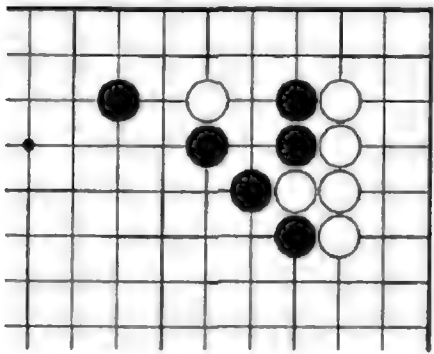
Problem 6



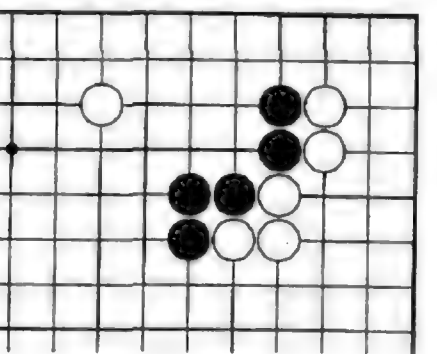
Problem 7



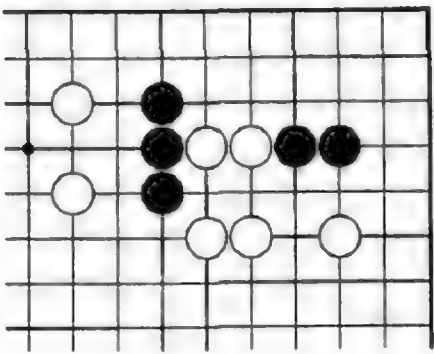
Problem 8



Problem 9

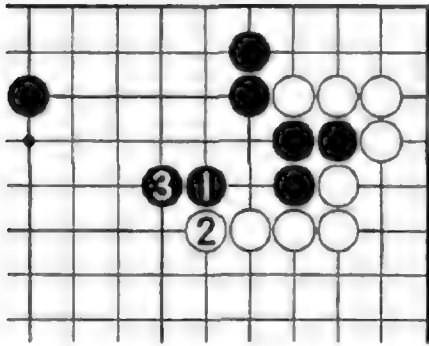


Problem 10



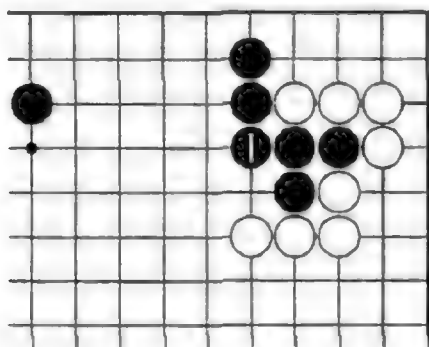
Making Good Shape: Answers

Problem 1



Correct Answer

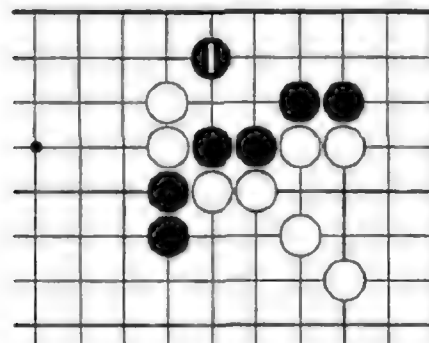
Jumping to Black 1 is the shape move. After Black 3, there is no defect in Black's position.



Wrong Answer

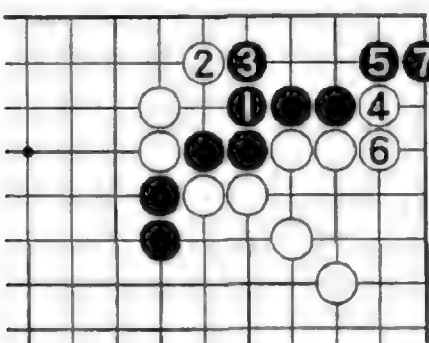
Black's connection at 1 is solid, but it doesn't do much to reinforce his territory at the top.

Problem 2



Correct Answer

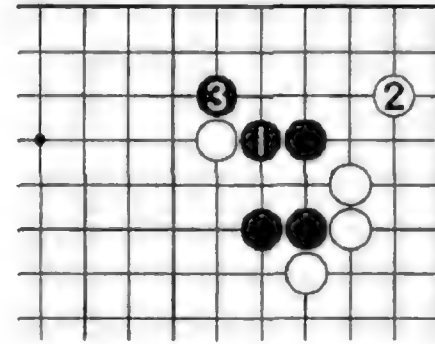
The jump of Black 1 is the same kind of tesuji as played in Problem 1. Again it secures the cut and expands his corner territory.



Wrong Answer

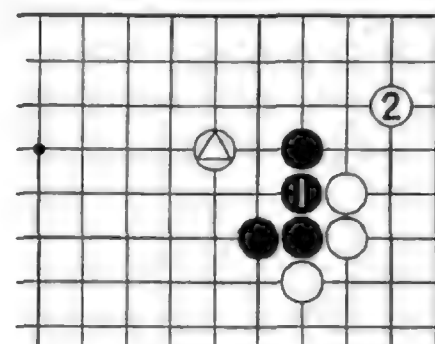
Black 1 is bad shape. White reduces Black's corner territory with the sequence to 6 and Black must secure life for his stones by descending to 7.

Problem 3



Correct Answer

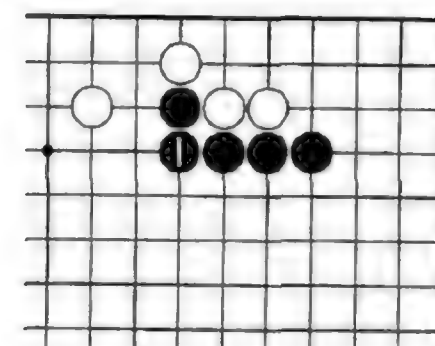
Bumping against the white stone with Black 1 makes the famous bamboo connection. White 2 is the joseki move. Black next hugs the white stones with 3 and his stones are thick.



Wrong Answer

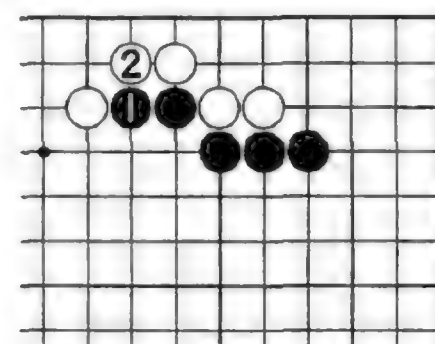
Simply connecting with 1 not only leaves Black no follow up against the marked stone, he ends up with just an unwieldy string of stones waiting to be attacked.

Problem 4



Correct Answer

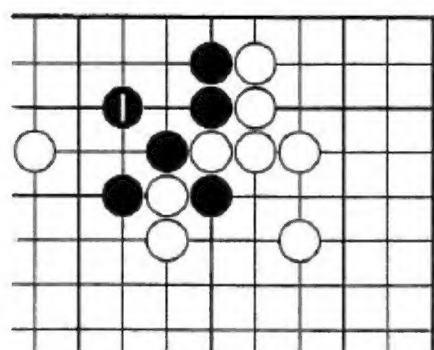
The connection of Black 1 is a thick move. White's stones are thin and need reinforcement.



Wrong Answer

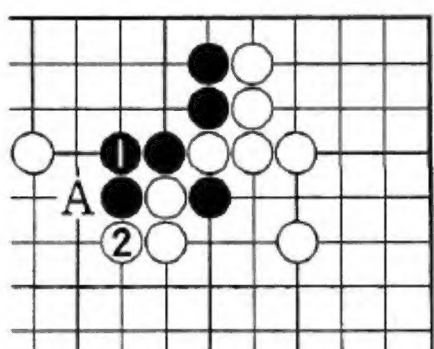
The exchange of 1 for 2 leaves the two black stones short of liberties.

Problem 5



Correct Answer

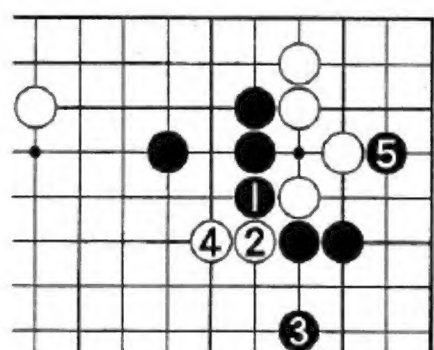
The diagonal connection of Black 1 is an efficient move because it defends two cutting points.



Wrong Answer

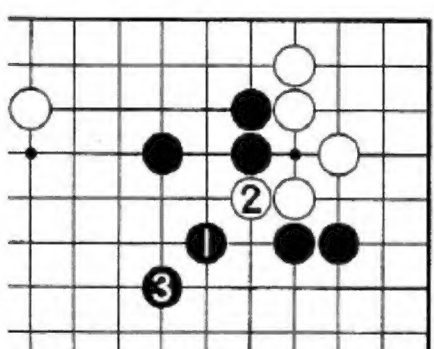
The solid connection of 1 results in bad shape for Black. After White 2, Black can only play A to escape. This is a very inefficient move. If Black had played at 1 in the correct answer, Black A in response to White 2 would result in an ideal shape.

Problem 6



Correct Answer

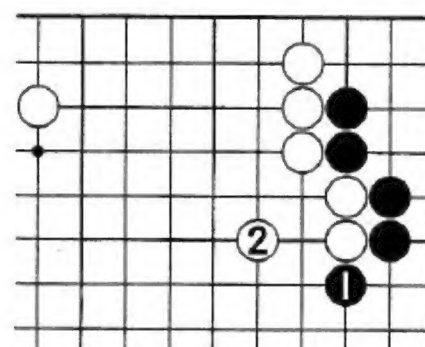
Black 1 confines White's stones to the corner, but it leaves White with a cut at 2. This would be a catastrophe for Black if he didn't have an attack against the white stones in the corner. After White extends to 4, Black attacks with the attachment of 5.



Wrong Answer

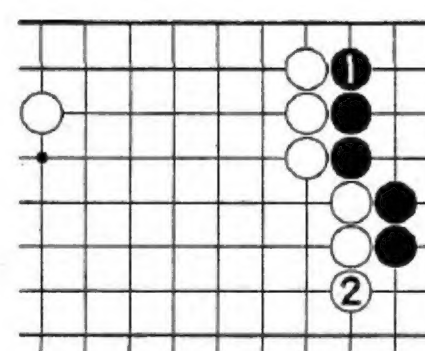
Black 1 and 3 look like they make good shape, but actually there are a lot of defects in White's position that can be exploited later.

Problem 7



Correct Answer

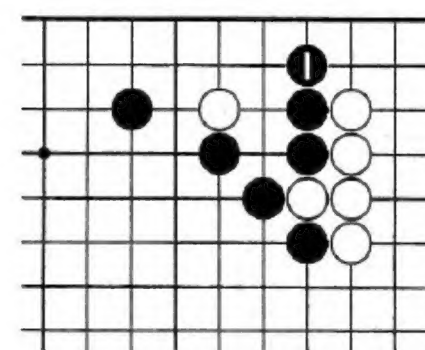
Black 1 is at the head of the two white stones. This move gives those two white stones bad shape. If White is to fix up his shape, he has to retreat to 2. Compare White's shape here with Black's in the wrong answer of Problem 4.



Wrong Answer

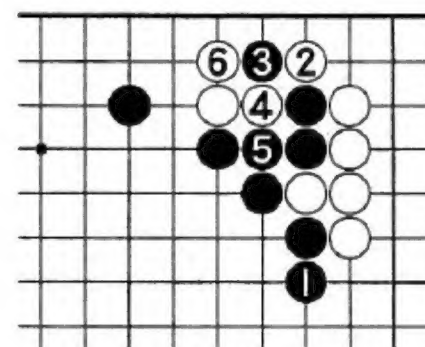
A lot of amateur players would want to defend the corner with 1. But White would make a thick shape on the outside by extending to 2. A comparison of these two diagrams graphically illustrates how small the corner really is.

Problem 8



Correct Answer

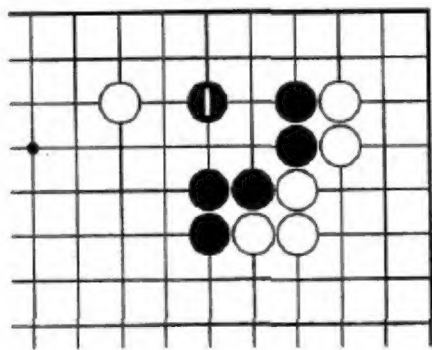
Black descends to 1, erasing the aji of the lone white stone at the top. This move gives the black stones good shape.



Wrong Answer

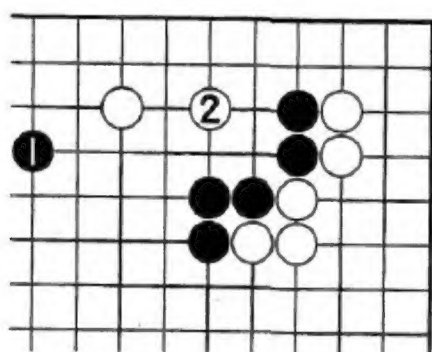
The extension of Black 1 makes good shape on the outside, but it is a lukewarm move because White can link up to his stone on the left with the sequence to 6. This results in a big profit for White.

Problem 9



Correct Answer

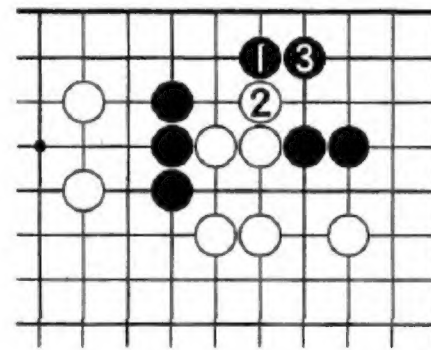
Black 1 is a standard move for making eye shape.



Wrong Answer

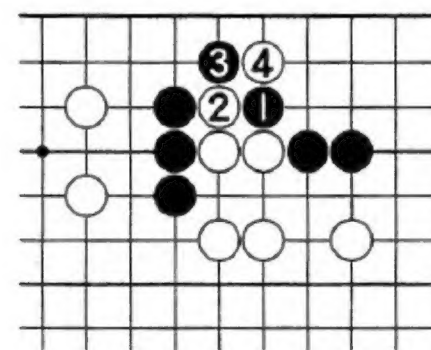
Black 1 would be a good pincer if Black had a thick position on the right, but his shape is defective. White 2 is an example of the 'eye-stealing tesuji'. Black's shape has been destroyed.

Problem 10



Correct Answer

Black 1 is a tesuji which links up Black's two groups. Once this move is made, there is no way that White can split these stones. If White 2, Black 3 shows how resilient Black's shape is.



Wrong Answer

Trying to link up with the hane of Black 1 is too direct. Black's shape is too thin, and White easily breaks through with 2 and 4.

(Adapted from *Igo Mirai*, January 2002.)

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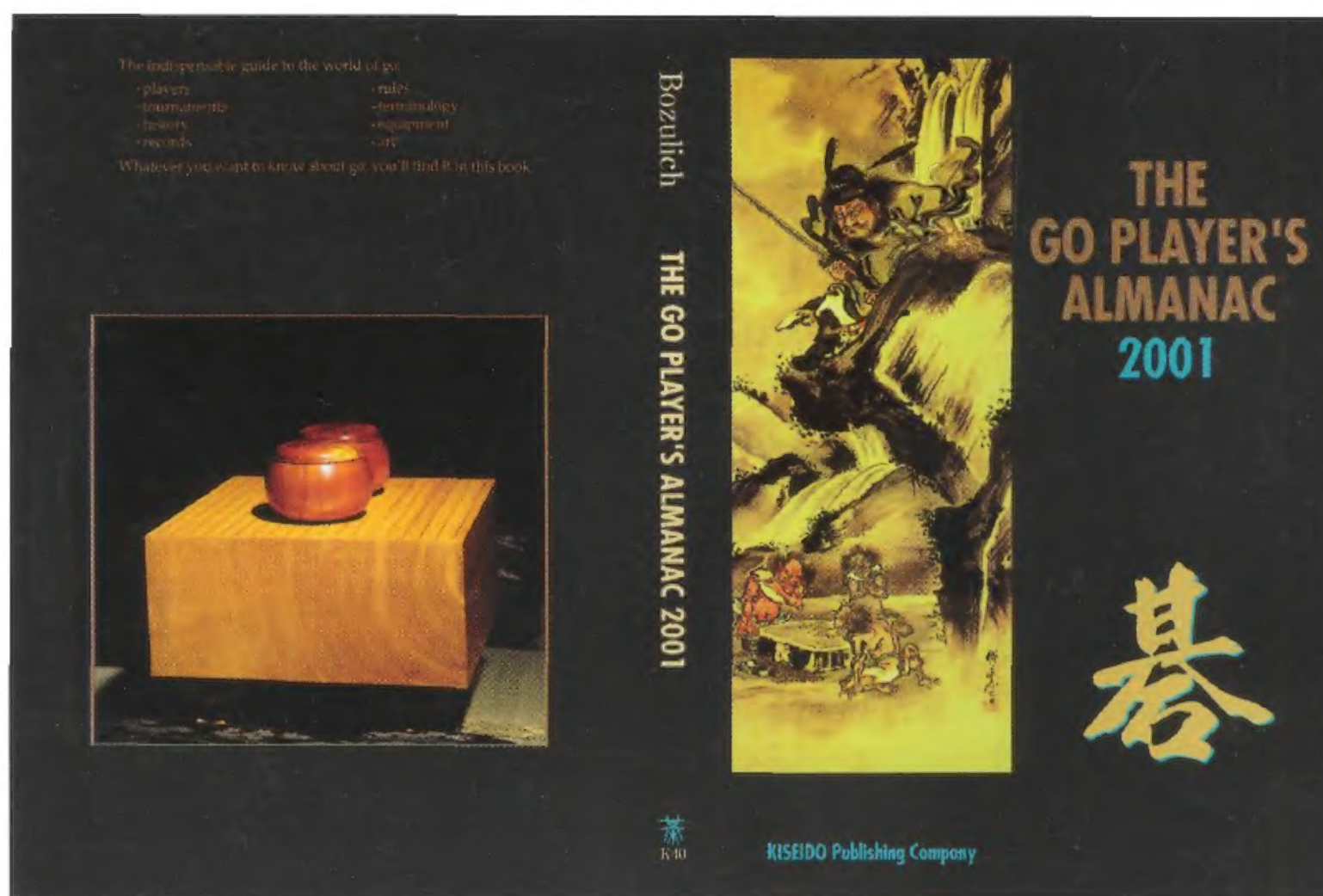
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